



Pixelmator User Manual

Pixelmator Team Ltd.

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This Pixelmator User Manual is updated for Pixelmator version 1.6 Nucleus

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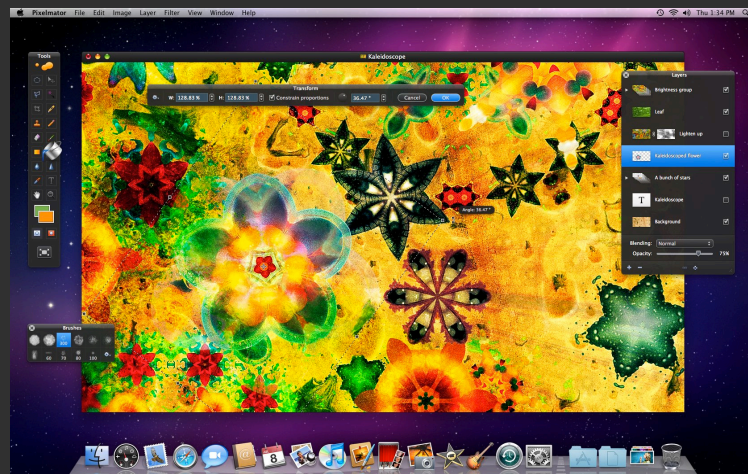
Bokeh Effect - Created by Fabio Sasso

Introducing Pixelmator

Pixelmator is the beautifully designed, easy-to-use, fast and powerful image editor for Mac OS X that has everything needed to create, edit and enhance still images.

Designed to be the image editor for the rest of us, Pixelmator is an all-in-one tool that provides:

- Interface designed for work with images
- Layers-based image editing
- Over 20 tools for selecting, cropping, slicing, painting, retouching, typing, measuring and navigating
- Over 15 color correction tools
- Over 130 filters
- Adjust image size and resolution
- Transform images, layers or selections using transform tools
- Fill and Stroke images, layers or selections
- Quick access to iPhoto Library, events, albums, Smart Albums and Pictures folder via Photo Browser palette
- Use of your iSight camera to add pictures to your compositions
- Automator actions for converting, resizing, enhancing and adding special effects to images
- Save for web
- Compatibility with over 100 still image file formats
- Image processing that is powered by Core Image and Open GL
- Deep Mac OS X integration via technologies such as Core Image, Quartz Composer, ColorSync, Quick Look, Spotlight, Apple Fonts palette, Apple Colors palette, drag-and-drop and many other



System Requirements

The system requirements for Pixelmator are:

- Mac OS X 10.6 Snow Leopard or later
- Some features require iLife

Additional notes about system requirements: Pixelmator is based on a modern foundation that takes advantage of the latest Mac OS X technologies. And while you can rest assured that the application will work without any performance glitches on the latest Intel-based Macs with Mac OS X 10.6 Snow Leopard, it is still good to know things that Pixelmator is relying on when it is used:

- **OS:** Pixelmator requires Mac OS X 10.6 Snow Leopard.
- **GPU:** Pixelmator is based on Core Image technology that uses your Mac's video card for image processing. Core Image utilizes the graphics card for image processing operations, freeing the CPU for other tasks. And if you have a high-performance card with increased video memory (VRAM), you'll find real-time responsiveness across a wide variety of Pixelmator operations. Pixelmator is blistering-fast on all Intel-based Macs. It is noteworthy that the faster and the better your Mac's GPU is, the faster you can process larger images using Pixelmator. With an old and slow GPU, the application will still work, but it might be slow - especially when working with larger images.

- **CPU:** Though the most important hardware for Pixelmator is the GPU, the application still uses your Mac's CPU for some tasks such as changing image size, accepting filters and some others.

- **RAM.** The third thing that Pixelmator uses is RAM. Nearly all the latest Macs come with more than enough RAM included, so there is no need to worry about whether it'll be enough. However, just like any other application out there, Pixelmator will use your RAM to its advantage.

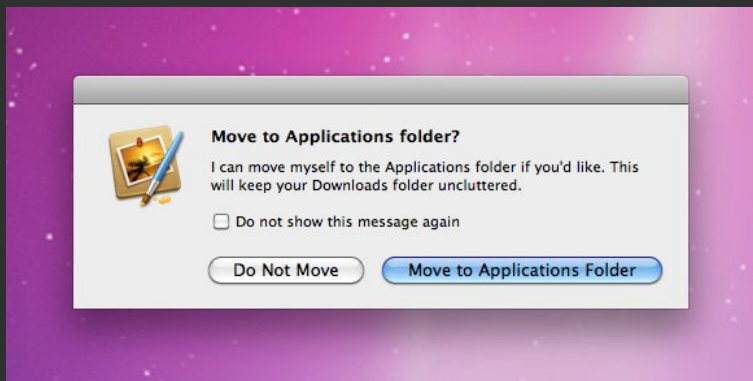
- **HD.** Yet another element that helps Pixelmator run smoothly is the available disc space. Please make sure you always have at least a few gigabytes of free HD space since Pixelmator uses it to store temporary Undo and Redo files. Those will disappear when you quit the application.

iLife requirement note: The Pixelmator feature that requires iLife is the Photo Browser. You can use Photo Browser to quickly access your iPhoto Library, events, albums and Smart Albums in iPhoto. If you do not have iPhoto, you will still be able to access your Pictures folder via the Photo Browser. Other iLife applications such as iMovie, GarageBand or iDVD are not required. For more information about iLife, please visit www.apple.com/ilife.

Installation

It is very easy to install Pixelmator. All you need to do is download the Pixelmator.zip file from the [Pixelmator Web site](#) (or any other place where it might be available) and, once the application has automatically unzipped in your downloads folder, launch it.

Once launched, the app will ask whether to move itself directly to the Applications folder or not. Click '**Move to Applications Folder**'.



Registration

The Pixelmator application that you have just installed is not yet registered, and once it is launched for the first time, you will be prompted to do one of three things:

- Use Pixelmator in Demo mode
- Enter License
- Buy License



While we would love to have you license Pixelmator by purchasing a serial number, it is not necessary to do that immediately. Pixelmator's Demo mode allows you to freely use the application for 30 days. That's more than enough time to try the application and decide whether you like it or not. To use Pixelmator in Demo mode, click the **Use Demo** button in the License window.

If you already love Pixelmator and would like to get the license for it, click the **Buy License** button. It will take you to the [Pixelmator Store](#) where you can easily and securely purchase a new serial number to unlock the application and continue using it even after the 30 days have passed.

It is worth knowing that by purchasing the license, you will not only own a lovely application but will also support the hard work of the Pixelmator Team.

Once you make the purchase, you will receive your Pixelmator serial number via e-mail. To add the serial number to Pixelmator, do one of the following:

- Launch Pixelmator and click **Enter License** button in the License sheet
- Launch Pixelmator, choose **Pixelmator > License...** and click the **Enter License** button

In both cases the License sheet will appear:



The best way to add your serial number to the license sheet is to simply copy it from your e-mail and paste it into the **Enter Your License Code** field. Please make sure you select all the serial number digits when copying.

Click the **License Now** button, and you are done! The window asking to license Pixelmator will never appear again when launching the application.

Note: Since you now know everything you need to know about installing and licensing Pixelmator, later in this manual's screenshots and descriptions we will only use an installed and registered copy of Pixelmator on Mac OS X 10.6 Snow Leopard.

Note: Please do not share your license with anyone. It's illegal. If you have two Macs, a desktop and a notebook, and would like to use Pixelmator on both, the Pixelmator Team has no problem with that as long as the app is not used for commercial purposes.

Retrieving Lost License

If something happens to your Mac and you lose your Pixelmator license, there is no need to worry, at least about retrieving another Pixelmator license. All you need to do is send an e-mail to the Pixelmator Team at info@pixelmator.com asking us to send your serial number. Please make sure you mention your first and last names in the e-mail so that your serial number can be found in the Pixelmator purchasers database.

Resources

Though this manual is a good start to learning Pixelmator, there are many more resources available to you.

Built-in Help

Pixelmator comes with a built-in Help that includes an overview of nearly every feature in Pixelmator, instructions for completing tasks and keyboard shortcuts to do things faster. Pixelmator Help is always current since it is updated with almost every minor or major version release of Pixelmator. Choose **Help > Pixelmator Help** to open the Pixelmator Help window where you can browse various topics or use search to look for a specific feature that interests you.



Learn Website

Pixelmator's Learn website at www.pixelmator.com/learn is all about learning how to use Pixelmator. It features helpful text, video, and third-party tutorials, tips, and tricks, as well as practical resources to make the most of the powerful Pixelmator features and tools.

Website

Pixelmator's website is all about Pixelmator. It features lots of up-to-date information about the application, including new and updated features, development news, and tutorials. Technical support for new and registered users is also available via Pixelmator's website at www.pixelmator.com.

Weblog

One of the most entertaining and fun places on Pixelmator's website is the weblog at www.pixelmator.com/weblog, which is written by the developers. One can find articles about the development process of Pixelmator, tutorials, tips and tricks, inside information about developers, press releases, description of upcoming features and many interesting happenings in the Pixelmator world.

Forums

Pixelmator's official forums are full of Pixelmator users that are always available to answer questions, discuss the feature requests and anything related to image editing. Pixelmator forums also include a place where users share and discuss their tutorials with others. Pixelmator enjoys having one of the most active and friendly user communities in the Mac universe, and that anyone is welcome to join at www.pixelmator.com/support.

Tech Specs

An in-depth list of supported file formats, features available and technologies used in Pixelmator can be found at www.pixelmator.com/specs.

Mailing List

You can subscribe to Pixelmator's mailing list at www.pixelmator.com/subscribe to be the first to hear about new releases and special offers from the Pixelmator Team.

Feedback and Bug Reporting

Though the Pixelmator Team developers invest a lot of time and hard work making sure Pixelmator is a high-quality application, as with any other software, bugs still sometimes find their way into the application. That is why it is very important to keep developers informed about any bugs you are experiencing or any improvements that you think should be done in order to improve the application. And the sooner developers are informed, the faster they can act to fix or improve a feature.

Feedback about the User Manual you are reading now is also very welcome.

Use the **Report a Bug** or **Provide feedback** forms at www.pixelmator.com/support to let the Pixelmator Team developers know about any bugs or feature requests you have.

Software Update

You may want to check the software update page at www.pixelmator.com/support/updates since the Pixelmator Team releases new versions of Pixelmator frequently. Pixelmator updates include new features, various improvements and bug fixes.

Tip: Because the Pixelmator Team is so serious about improving Pixelmator, every major 1.X update is given an unusual software name. For example, the first version of Pixelmator, codenamed Firestarter, is called Pixelmator 1.0 Firestarter. Other versions are Pixelmator 1.1 Kitten, Pixelmator 1.2 Draftsman, Pixelmator 1.3 Tempo, Pixelmator 1.4 Sprinkle, Pixelmator 1.5 Spider. The most current version is Pixelmator 1.6 Nucleus. Pixelmator 1.X updates are usually free for registered users.

Tip: You can set up Pixelmator to automatically check whether there are any updates available by choosing Pixelmator > Preferences... and selecting the Updates tab. Check the box that says "Notify me when a new version of Pixelmator is available" or click the Check Now button to check immediately for updates.



Portrait - Created by Kyle Lambert

Part I: Interface

The Pixelmator interface is specially designed for work with images. It includes a variety of palettes, menus and tools for viewing, editing and enhancing your images.

- Chapter 1 **An Overview of Pixelmator**
- Chapter 2 **The Pixelmator Interface**
- Chapter 3 **Creating, Opening and Placing Images**

Chapter 1: An Overview of Pixelmator

Pixelmator is designed to be the easy-to-use, fast and real-Mac OS X application center of your image editing workflow, allowing you to create, edit and enhance your pictures and deliver professional-quality images.

This chapter provides an overview of how Pixelmator works and what you can do with it. If you are new to Pixelmator, this chapter is for you. If you are familiar with the Pixelmator features and interface, feel free to skip this chapter. The chapter doesn't provide all the detailed information and instructions needed to work with your images. Once you are familiar with Pixelmator, you'll find in-depth explanations and instructions in later chapters.

This chapter covers:

- A First Look at Pixelmator
- Image Processing
- Mac OS X Integration
- Compatibility

A First Look at Pixelmator

When you launch Pixelmator and open a picture, you see the following view:

Tools palette: this is where you choose tools that let you select, paint, retouch, crop, move, edit, type, sample, and view images.

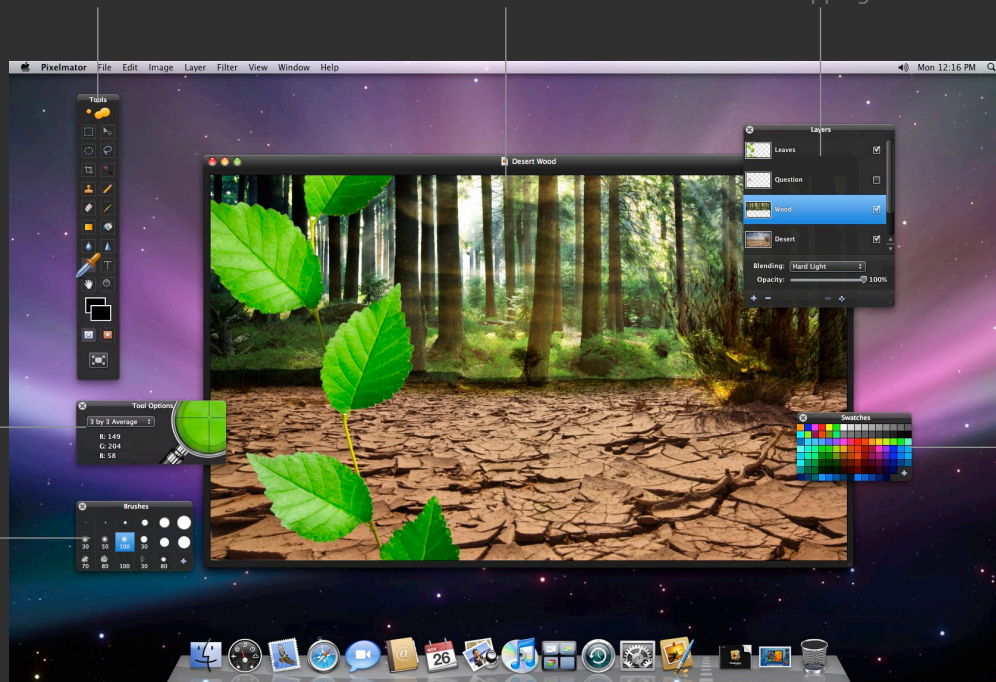
Document window: displays the image you are working on.

Layers palette: this is where you select, add, remove, link, unlink layers, adjust their opacity, change blending modes, add layer masks, create clipping masks.

Tools Options palette: this is where you customize the way your currently selected tool works.

Brushes palette: use to manage your brushes.

Swatches palette: use to select and manage your swatches.



Floating palettes in Pixelmator help you monitor and modify your work. While some palettes are displayed by default, there are many more available in Pixelmator that you can show or hide by selecting them from the View menu. More detailed information about every palette is available later in this manual.

All palettes in Pixelmator are transparent, so you can see through them and focus on your image instead of the application interface.

Image Processing

Pixelmator is a layers-based image editor built on top of modern technologies, and features everything you need to create, edit and enhance your images.

Tools

Use Pixelmator tools for selecting, cropping, painting, retouching, typing, measuring and navigating.

With Pixelmator's pixel-accurate collection of selection tools, you can quickly and easily select any part of your image. That means you can edit and apply special effects to portions of your pictures, remove unwanted objects, or cut out objects from one picture to put on another.

Pixelmator painting tools allow you to use different brush sizes, shapes, hardness and blending modes when painting. You can paint with Pixelmator as you would traditionally, play with gradients or fill spaces with colors. Pixelmator's painting tools can be used not only for any style of painting but also for improving your selections with masks or retouching.

Pixelmator has the tools for perfecting your aging or buggy photos. With its retouching tools, you can easily blur hard edges or sharpen fuzzy areas of your image. Or paint with a sample of an image to remove wrinkles from faces or scratches in your photos. You can use any of the adjustment or painting tools to polish or to refine your images.

Pixelmator also has everything you need for typing text on your pictures, analyzing colors, cropping, transforming, moving anything in your pictures or navigating through your images.



Layer-based image editing

Since layers are the building blocks of many image creations, Pixelmator offers layers-based image editing. Layers are stacked on top of each other, and the final appearance of the picture depends on their order.

Using Pixelmator, you can quickly create layers from your photos, other pictures, or Mac's built-in iSight camera.

Not only can you link and arrange added layers, but Pixelmator allows you to blend layers, change their opacity, create clipping masks, or add layer masks to hide some portions of a layer.

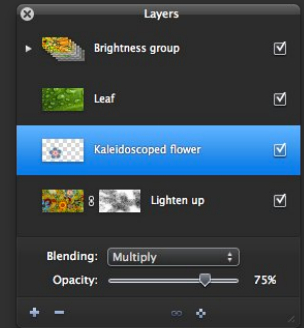


Image Size and Resolution, Canvas Size, and Transform Tools

Use Pixelmator's Transform Tools to rotate, scale, stretch, flip or distort an image or any object in it.

Use the Image Size tool to change the print dimensions and resolution of an image.

Use the Canvas Size tool to increase or decrease the full editable area of an image.

Fill and Stroke

Use Pixelmator's Fill Tool to fill a layer or selection with a color.

Use the Stroke command to paint a colored border around an image, selection or layer.

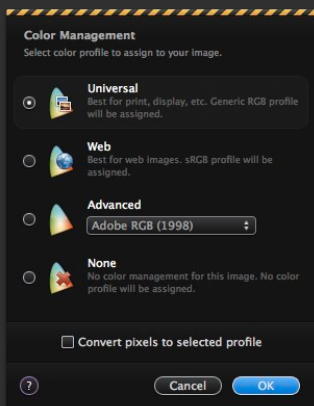
Color Correction Tools

Pixelmator features an easy-to-use and powerful collection of intuitive color correction tools. Using these tools, you can fine-tune hue, saturation, and luminance; adjust exposure, color levels, brightness and contrast; use Auto Enhance to dramatically improve less-than-perfect images with one click; even use Curves, Color Balance, Channel Mixer, Desaturate, Invert, Replace Color, Equalize, Threshold and Posterize.



Color Management

You can use a Color Management sheet to assign ColorSync profiles or convert pixels to any ColorSync profile to maintain a consistent color among devices.



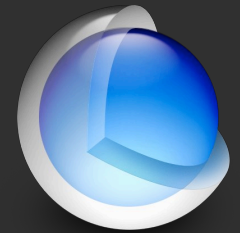
Filters

Pixelmator sports a huge collection of filters - over 130 are available for your needs. You can use distortion, blur, sharpen, color, stylize, halftone, generator, transitions and Quartz Composer filters to create breathtaking special effects.

Pixelmator's powerful plug-in architecture fully supports third-party Core Image Units or Quartz Composer compositions as filters. This means you can simply download or create your own Core Image unit or Quartz Composer composition and play with it right away in Pixelmator.

Core Image

Pixelmator is based on Mac OS X's Core Image technology that uses your Mac's video card for image processing.



Core Image utilizes the graphics card for image processing operations, freeing the CPU for other tasks. And if you have a high-performance card with increased video memory (VRAM), you'll find real-time responsiveness across a wide variety of Pixelmator operations.

Mac OS X Integration and Compatibility

Pixelmator harnesses the full power of Mac OS X. It takes advantage of Core Image, OpenGL and Automator, and it also supports, Quartz Composer, ColorSync, Spotlight, Quick Look and many other Mac OS X technologies.

Photo Browser

The Photo Browser palette in Pixelmator offers quick access to your iPhoto Library, events, albums, Smart Albums and pictures in your Pictures folder. Best of all, just drag-and-drop any of those images as layers in your Pixelmator composition.



iSight

Use Pixelmator to take a picture of yourself with Mac's built-in iSight camera and add it as a layer into your composition. Then you can play with the image. For example, cut yourself out, put in another background and create a postcard for your friends.



Tablet Support

Using Pixelmator's graphics drawing tablet support, you can hand-draw or paint with the Pencil, Brush, and Clone Stamp tools, or erase with the tablet's eraser. You can take advantage of the tablet's pressure sensitivity to work with Blur and Sharpen tools.



Automator Actions

Using powerful and time-saving Pixelmator actions in Automator, you can quickly enhance, resize, or transform your images, add any special effects, watermarks, or export your images to over 100 different file formats. You can do that to as many images at once as you wish.



Quartz Composer

Pixelmator supports Quartz Composer compositions as filters. Every version of Mac OS X 10.6 Snow Leopard comes with a free Quartz Composer application that can be used to create almost any possible filter for use with Pixelmator.



ColorSync

Pixelmator supports Apple ColorSync technology to maintain a consistent color among devices. You can choose a ColorSync profile for an image so that its colors are matched to your device.

Quick Look

Pixelmator's built-in Quick Look plug-in makes it possible to view almost any of more than 100 image file formats supported by Pixelmator, without having to launch the application itself.

Spotlight

Pixelmator's Spotlight plug-in allows you to find Pixelmator images using any metadata information. You can view and edit metadata information using the File Info sheet in Pixelmator.



Compatibility

Pixelmator supports over 100 different file formats. You can open and save in PSD, TIFF, JPEG, PNG, PDF, EPS and scores of other image formats. Above all, Pixelmator can open and save Photoshop files with layers.

Note: An in-depth list of supported file formats, features available and technologies used in Pixelmator can be found at www.pixelmator.com/specs.

Chapter 2: The Pixelmator Interface

The Pixelmator interface is specially designed for work with images.

This chapter describes the names and functions of the Pixelmator interface elements. Use this chapter to orient yourself while learning Pixelmator.

This chapter covers:

- Welcome Screen
- Work Area
- Palettes and Menus
- Tools
- Viewing Images
- Rulers, Guides, and Grid
- Undo, Redo, and Revert to Saved
- Preferences

Welcome Screen

The very first window you'll see when Pixelmator is launched is the Welcome Screen. It is the starting point for working with the application.



Pixelmator's Welcome Screen allows you to choose whether to create a new image, open an already existing one, or simply jump right into the application without opening or creating any images yet.

Click the **Create New Image** button in the Welcome Screen to create a new image. When the new Image window appears, you can specify new image dimensions. Read more about creating new images later in this manual.

Click the **Open Existing Image** button to open any image that is stored on your Mac's hard disk.

Click the **Open Recent Image** button to open the image that you were working with during your last session.

If you would like to set up your work area before creating a new image or opening an existing one, click the **Close** button in the Welcome Screen window.

If you do not want Pixelmator to show the Welcome Screen on every launch of the application, uncheck the **Show this dialog box on startup** checkbox.

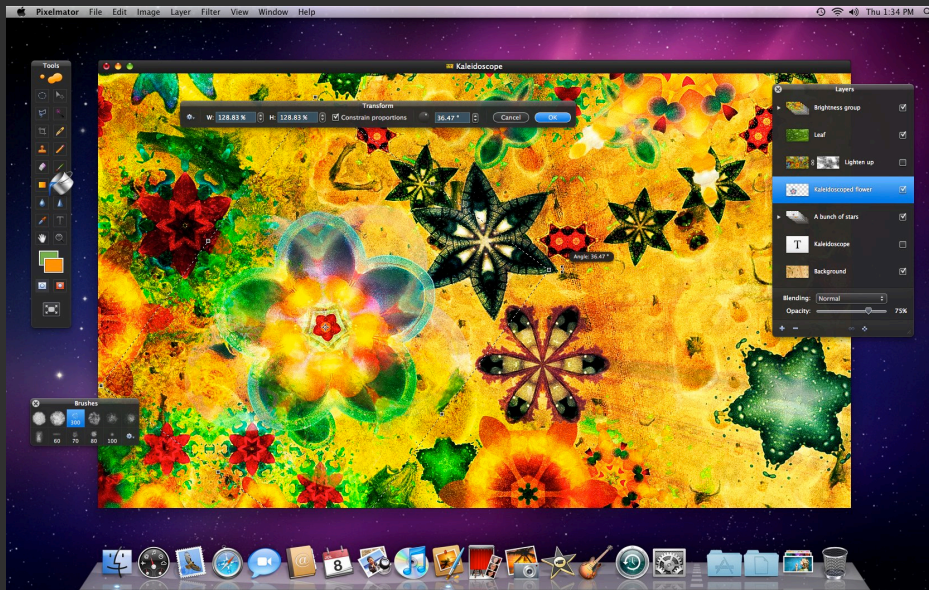
However, if you already turned off the Welcome Screen and would like to have it appear on startup again, choose **Pixelmator > Preferences > General** and select **Show Welcome** from the On startup pop-up menu.

If you want Welcome Screen turned off on launch, but wish to temporarily open the Welcome Screen window, choose **Help > Welcome Screen** when Pixelmator is launched.

Tip: Before Pixelmator is launched, you can drag and drop any image on the Pixelmator application icon to open it. Pixelmator will not show the Welcome Screen but will skip it and open the dragged image instead.

Work Area

The work area of Pixelmator consists of a document window, floating palettes and a menu bar.



Document window displays the file you are working on.

Floating palettes contain tools for creating and editing images as well as helping you monitor and modify your work. For example, in the Tools palette you choose tools that let you select, paint, retouch, crop, move, edit, type, sample, and view images, while the Tool Options palette is used to customize the way your currently selected tool works. You can use over 10 different floating palettes in Pixelmator to help you to modify your work.

Pixelmator also has dozens of color adjustment tools and filters palettes. These palettes are not floating ones and appear only when you choose a command from the Menu bar.

The Pixelmator menu bar at the top organizes commands under menus. It's where you choose copy, paste, adjustment tools, filters, transform tools, add or remove any floating palettes, and more.

There are also sheets in Pixelmator, which are used to make adjustments to the whole document. For example, change image size, canvas size and make other adjustments.

Menu Bar

The Pixelmator menu bar at the top organizes commands under menus. Pixelmator menu bar is carefully organized by topic, and once you understand how it is arranged, it's very easy to quickly find the required tool or command.

The first menu is called Pixelmator. It's where you control the whole application. It does not include any tools for image editing but includes the About Box, Preferences... command which opens a preference window for applications; a License window if the application is not yet registered and a menu item for providing feedback, which will simply take you to the Provide Pixelmator Feedback website at www.pixelmator.com; and menu items for hiding and quitting Pixelmator.

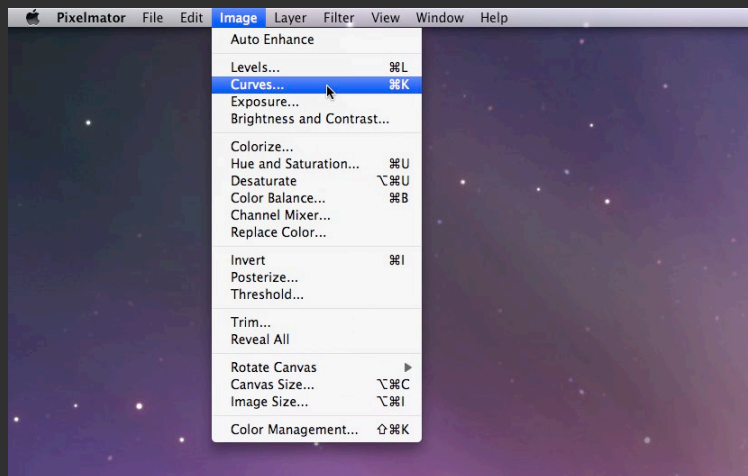
Note: The Pixelmator About Box (Pixelmator > About Pixelmator) is a place where you can check the version and the build number of the currently launched application. For example, if you see Pixelmator 1.6 Nucleus (5240), 1.6 is a version, Nucleus is a code-name and 5240 is a build number.

The File menu in Pixelmator groups menu commands for creating, opening, saving, exporting, reverting to saved, printing images or getting in-depth information about the current document.

The Edit menu includes commands for undoing or redoing your work, copying, pasting, clearing, and cutting selections or text. It also has commands for loading and refining selections; filling and stroking; transforming selections, layers or images; editing in quick mask mode; and spell checking.

The Image menu is the place where all the color adjustment tools are based as well as tools for adjusting image and canvas size.

The Layer menu is for working with layers. For more information about Layers, see Chapter 13 of this manual.



The Filter menu is for using available filters. For more information about filters, see Chapter 16 of this manual.

The View menu contains commands for viewing images as well as for showing and hiding floating palettes and rulers.

The Window menu contains commands for organizing and managing Pixelmator windows. It includes minimize and zoom window commands and a list of currently open windows.

The Help menu includes built-in Pixelmator Help as well as commands for opening Welcome Screen, Acknowledgments information, getting support and downloading this User Manual.

Some commands have keyboard shortcuts listed next to them. You can press the keys shown to instantly perform the action without using a menu.

Tip: Menu bar commands that have an ellipsis (for example, Image Size...) will open a dialog or a sheet where you can specify additional options. Menu commands that do not have an ellipsis (for example, Auto Enhance) are performed immediately without showing any dialog box, palette or sheet.

If the command is dimmed, it is not available. For example, the Refine Selection... command may be dimmed unless you have selected any portion of your image using any of the selection tools.

Menu commands that do not include an ellipsis (for example, Auto Enhance) are performed immediately without showing any dialog box. You might choose the wrong command from the menu bar or press the keyboard shortcut for an other command that you wanted. If Action Tooltips are enabled when you choose any tool that does not have a palette, it will show an action label just so you know you did choose something. It is useful when you are using keyboard shortcuts, especially undo/redo, since action tooltip will pop-up to tell you what you just undid or redid.

To enable or disable Action Tooltips, choose **Pixelmator > Preferences** and check or uncheck the checkbox next to **Show Action Tooltips**.

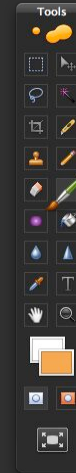
Floating Palettes

Floating palettes in Pixelmator help you monitor and modify your work. While some palettes are displayed by default, there are more available in Pixelmator that you can show or hide by selecting them from the View menu.

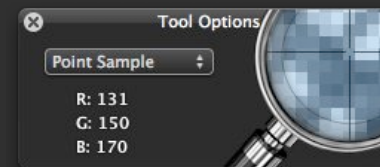
Almost all palettes in Pixelmator are transparent, so you can see through them and focus on your image instead of the application interface.

The most important palette in Pixelmator is the Tools palette. It is where you choose tools that let you select, paint, move, edit, type, sample and view images. To show or hide Tools palette, choose

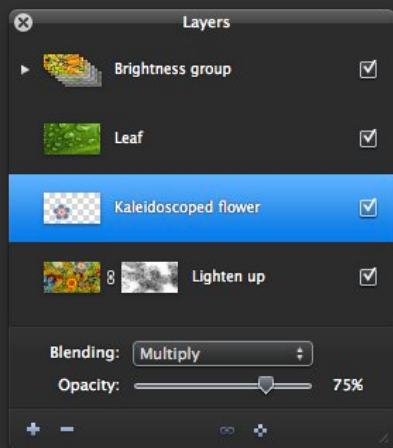
View > Show (or Hide) Tools or use the **Command + 1** keyboard shortcut.



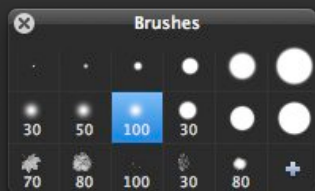
The Tool Options palette allows you to customize the way your tool works. To show or hide the Tool Options palette, choose **View > Show (or Hide) Tool Options** or use the **Command + 2** keyboard shortcut.²



The Layers palette is for managing layers for your image. To show or hide the Layers palette, choose **View > Show (or Hide) Layers** or use the **Command + 3** keyboard shortcut.



The Brushes palette in Pixelmator is for selecting, creating, editing and managing your brushes. To show or hide the Brushes palette, choose **View > Show (or Hide) Brushes** or use the **Command + 5** keyboard shortcut.



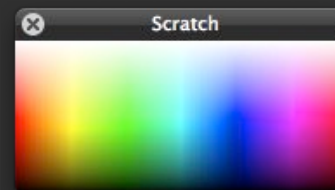
The Gradients palette is for selecting, creating, editing and managing your gradients for use with the Gradient Tool. To show or hide the Gradients palette, choose **View > Show (or Hide) Gradients** or use the **Command + 4** keyboard shortcut.



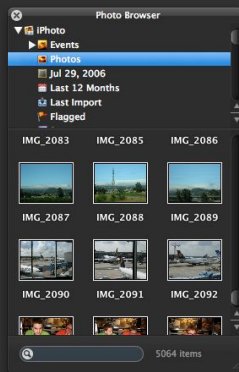
The Swatches palette is used for storing often-used colors. To show or hide the Swatches palette, choose **View > Show (or Hide) Swatches** or use the **Command + 6** keyboard shortcut.



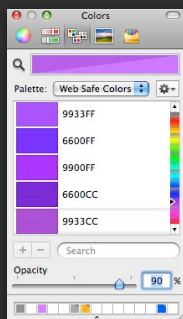
The Scratch palette is used for choosing a new foreground color. To show or hide the Scratch palette, choose **View > Show (or Hide) Scratch** or use the **Command + 7** keyboard shortcut.



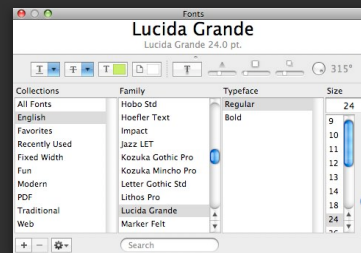
A Photo Browser in Pixelmator offers quick access to your iPhoto Library, events, albums, Smart Albums and pictures in your Pictures folder. To show or hide the Photo Browser palette, choose **View > Show (or Hide) Photo Browser** or use the **Command + 8** keyboard shortcut.



In addition to floating transparent Pixelmator palettes, you can use the default Mac OS X Colors and Fonts palettes that are not transparent.



Color palette is used to choose foreground, background and any other colors in Pixelmator. To show or hide the Colors palette, choose **View > Show (or Hide) Colors** or use the **Command + C** keyboard shortcut.



The Fonts palette is used for advanced type options. To show or hide the Fonts palette, choose **View > Show (or Hide) Fonts** or use the **Shift + Command + T** keyboard shortcut.

In addition to using the View menu or keyboard shortcut to hide palettes, you can click the close button on the palette.

If you wish to hide or show all the palettes at once, press **Tab**.

To get rid of the palette clutter in Pixelmator, there is a feature called Smart Palette Hide. When any adjustment or filter is launched, unnecessary palettes that won't be used for now temporarily dissolve. Once you're done with that adjustment or filter tool, palettes that were hidden come back. This allows a better focus on an image you are working on. Smart Palette Hide can be turned on or off by choosing **Pixelmator > Preferences > General** and checking or unchecking the checkbox next to **Hide unnecessary palettes when using adjustments or filters**.

Of course, you can move all the floating palettes in Pixelmator to anywhere you like on your desktop. You move the palette by dragging its title bar at the top.

Some palettes such as Layers, Photo Browser and some others can be resized. To resize the palette, hold down the mouse button while you drag the bottom-right corner of a palette.

If palettes don't reappear on screen when trying to enable them through the **View** menu, use the **Shift + Command + R** keyboard shortcut. This will reset locations of the palettes.

Other Palettes

Pixelmator also has dozens of other palettes such as color adjustment tools and filters palettes. These palettes are not floating ones and appear only when you choose a command from the menu bar.

Controls: use to change parameter values. Controls have varying value ranges depending on the parameter



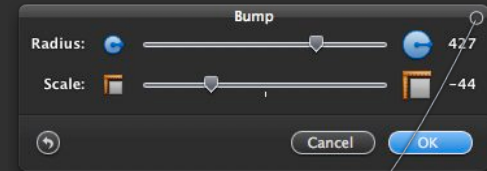
Reset button: click to reset all of the parameters, to their default values.

Cancel and OK buttons: click to accept or cancel changes.

All of these palettes include some additional settings for the command you chose. It may include tabs, sliders, checkboxes and any other controls that you use to manipulate your image, layer or selection. In addition to the controls mentioned, some filters palettes have a rope that you use to point to the center of the

Note: Since there are tens of adjustments and hundreds of filter palettes in Pixelmator, we will not review them in this chapter. An in-depth look at adjustment tools and filters is available in later chapters in this manual.

of the currently used filter.



Rope: allows you to point to the center of the selected filter. You can move a rope's end point to select the center of the filter.

Non-floating palettes have Reset, Cancel and OK buttons. In order to continue editing an image, the currently selected adjustment tool or filter must be accepted or cancelled. Click the **OK** button to accept changes or click the **Cancel** button to reject changes.

You may also press the **Return** key on your keyboard for OK and **Command + .** for Cancel.

If you accidentally accepted changes and didn't like the result, you may undo or redo changes by **Choosing Edit > Undo** or **Edit > Redo** respectively.

However, when you make changes in adjustment tool or filter, the real-time preview is always available.

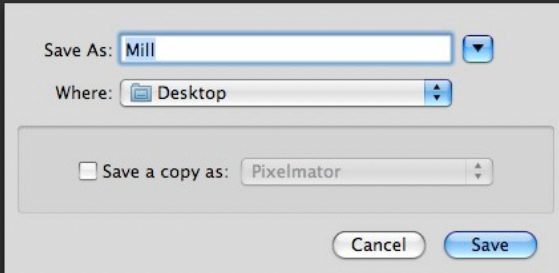
The Reset button allows resetting the adjustment tool or filter changes to their defaults.

selected filter. You can move a rope's end point to select the center

Sheets

Another type of dialog in Pixelmator is sheets. A sheet is a modal dialog attached to a particular image that adjusts the whole image, not just a selection or layer.

In Pixelmator, sheets are Save As, Export, File Info, Page Setup, Print, Canvas Size, Image Size and Color Management functions, as well as Brushes and Gradients editors.



The standard in nearly every document-based application sheet is Save As... sheet. It is used to save the image on your Mac's harddisk. In addition, the Save As... sheet allows choosing the file format for your image. The default file format is Pixelmator; however, you can save your image in other formats that will be discussed later in this manual. Choose **File > Save As...** or use the **Shift + Command + S** keyboard shortcut to save your image.

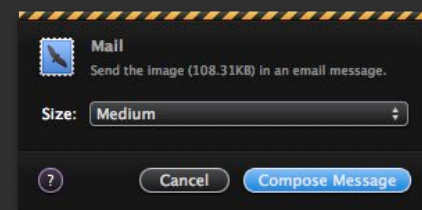
Note: For more information about using Mac OS X Save As... or Open... dialogs, you should see Mac OS X Help documentation that is available under the Help menu in Finder.



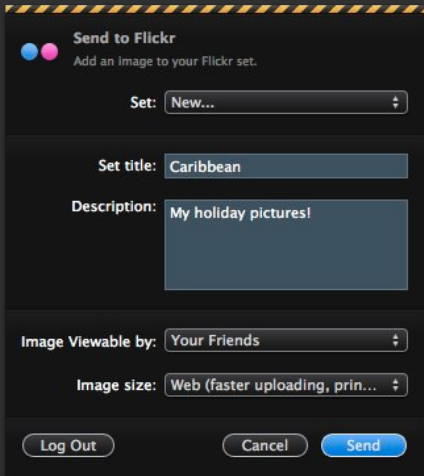
The Export sheet in Pixelmator allows exporting (saving as a copy) your image to any of the formats supported by Pixelmator. In order to use the Export sheet, choose **File > Export...**



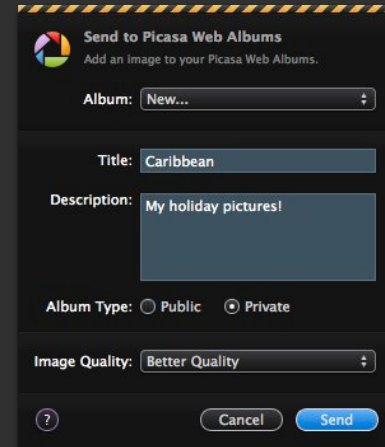
The Send to iPhoto sheet in Pixelmator allows sending your image directly to iPhoto Library.



The Send to Mail sheet allows sending your image to Mail.

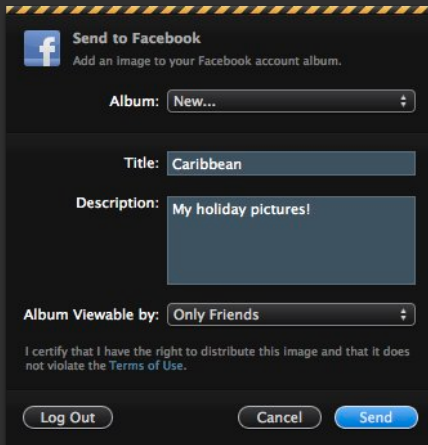


The Send to Flickr sheet allows uploading your image directly to Flickr.

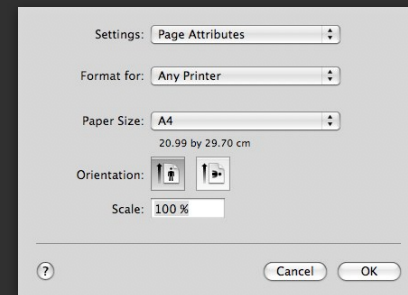


The Send to Picasa Web Albums sheet allows uploading your image directly to Picasa.

In order to use any of the Send To sheets, choose **File > Send To > Mail..., iPhoto..., Flickr..., Facebook..., or Pixelmator...**



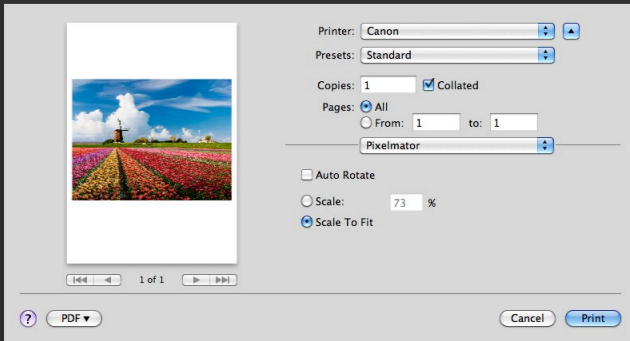
The Send to Facebook sheet allows uploading your image directly to Facebook.



Page Setup and Print sheets are also standard Mac OS X sheets that are the same in nearly every Mac application. Page Setup is used to set paper size, orientation, and scaling before printing an image (or any other document in Mac OS X) while the Print sheet lets you

Note: For more information about using Mac OS X Page Setup... or Print... dialogs, see Mac OS X Help documentation that is available under the Help menu in Finder.

choose how an image is printed. You can choose the number of copies, change how colors appear, print several pages on a sheet of

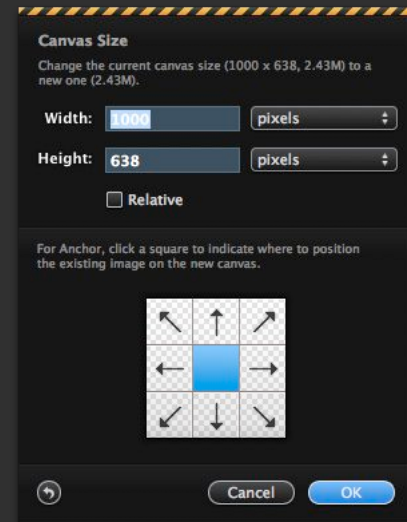


paper, and more. Choose **File > Page Setup...** or use the **Shift + Command + P** keyboard shortcut for Page Setup and **File > Print...** or the **Command + P** keyboard shortcut for Print sheet.



In File Info sheet in Pixelmator, you can view essential file information, EXIF data and assign keywords for an image. To view

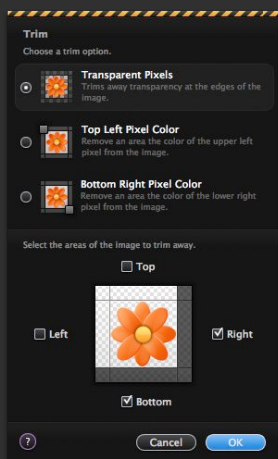
the File Info sheet, do one of the following: choose **File > File Info...** or press the **Option + Shift + Command + I** keys on your keyboard.



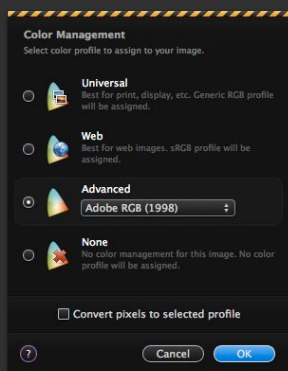
Use the Canvas Size sheet in Pixelmator to edit the size of the full editable area of an image. To view the Canvas Size sheet, choose **Image > Canvas Size...** or use the **Option + Command + C** keyboard shortcut.



The Image Size sheet in Pixelmator is used to change the print dimensions and resolution of an image. Choose **Image > Image Size...** or use **Option + Command + I** to view the Image Size sheet.

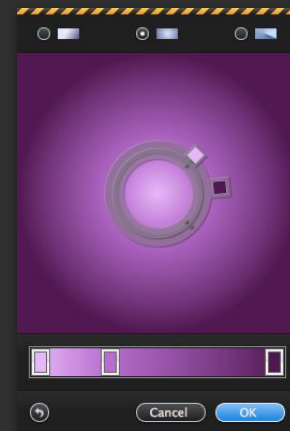
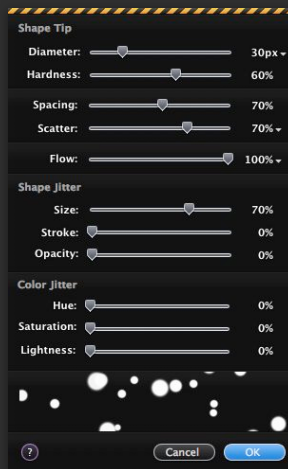


The Trim sheet in Pixelmator is used to crop an image by trimming surrounding transparent pixels, or background pixels of the color you specify. Choose **Image > Trim...** to view the Trim sheet.



The Color Management sheet in Pixelmator is used to choose a ColorSync profile for an image so that its colors are matched to your devices, or you can change your image so that it matches a specific

ColorSync profile. To open the Color Management sheet, choose **Image > Color Management...** or use the **Shift + Command + K** keyboard shortcut.



Gradients or Brushes editor sheets are used to create new or edit gradients or brushes in Pixelmator. You can show Gradient or Brush editors by clicking the **+** button or **double-clicking** any of the brushes or gradients in the Brushes or Gradients palettes.

Sheets, such as Image Size or Canvas Size, include a reset button, while others include a Help button that is a shortcut to Pixelmator Help documentation page about the sheet you are currently using.

All sheets have Cancel and OK buttons. In order to continue editing an image, the currently viewed sheet's changes must be accepted or cancelled. Click the **OK** button to accept changes or click **Cancel** button to reject changes.

You may also press the **Return** key on your keyboard for OK and the **Command + .** for Cancel.

An in-depth description of what every sheet does and how it works is available later in this manual.

Contextual Menus

Use Pixelmator contextual menus to quickly choose commands or perform actions specific to an active tool, selection or palette.

Different items appear in the contextual menu, depending on the context. For example, if the Zoom tool is selected, you can use the contextual menu to quickly fit your image in the window or to zoom to view actual pixels.



In fact, in addition to quickly choosing commands that are also available in the menu bar, there are some secret, even advanced commands hiding in contextual menus in Pixelmator. For example, when a selection is created, you can quickly make a layer via copy or via cut from that selection, or even use the selection to crop an image. We will take a look at all the contextual menus of tools, palettes or selections.

To see the contextual menu for an item, hold down the **Control key** and click the item or click the **secondary (right) button** of your mouse.

Tools

The most important palette in Pixelmator is the Tools palette. This is where you choose tools that let you select, paint, move, edit, type, sample and view images. The Tools palette also allows you to change foreground and background colors, switch to Quick Mask mode, and switch to Full Screen view.

Tools: choose tools for making selections, painting, moving objects, editing, typing, cropping, sampling and viewing images.

Colors: change foreground or background colors.






















Enter Full Screen: click to switch between window and full-screen modes.



Quick Mask: this is where you switch between Standard mode and Quick Mask mode.

Toolbox

Pixelmator comes with over 20 tools for selecting, cropping, painting, retouching, typing, measuring and navigating. A list of Pixelmator tools showing the tool icon, name, description, and keyboard shortcut is available below.

	Move (V)	Move layers or selections		Eraser (E)	Erase portions of your image
	Rectangular Marquee (M)	Make rectangular selections		Magic Eraser (E)	Use to erase similarly colored areas
	Elliptical Marquee (Y)	Make elliptical selections		Gradient (G)	Use to create linear, radial or angle blends between colors
	Lasso (L)*	Make freehand selections		Paint Bucket (N)	Fill similarly colored areas with color
	Polygonal Lasso (L)	Make straight edged selections		Blur (R)	Use to blur hard edges in an image
	Magic Wand (W)	Use to select similarly colored areas		Sharpen (O)	Use to sharpen soft edges in an image
	Crop (C)	Use to trim images		Type (T)	Create type on an image
	Slice (K)	Use to slice images		Eyedropper (I)	Sample colors in an image
	Pencil (P)	Paint hard-edged strokes		Hand (H)	Move an image within its window
	Brush (B)	Paint brush strokes		Zoom (Z)	Magnify and reduce the view of an image
	Clone Stamp (S)	Paint with a sample of an image			

* Some tools such as Lasso and Polygonal Lasso, Eraser and Magic Eraser share the same keyboard shortcut. In order to switch to a secondary tool, click the shortcut twice. For example, if you selected the Lasso Tool (**L**) but wish to use the Polygonal Lasso Tool, click the **L** shortcut again.

Use a tool

In order to use a tool, make sure the Tools palette is visible. If it is not visible, choose **View > Show Tools** or press the **Command + 1** keyboard shortcut to show the Tools palette.

To use a tool in the Tools palette, do one of the following:

- Click a tool in the Tools palette.
- Press the tool's keyboard shortcut.



Currently active tool: when a tool is selected, its icon is bigger than other tool icons.

When you select a tool, its icon pops up and stays bigger so you can see which tool is currently active.

Tip: Some items in Pixelmator such as tools or buttons may have help tags (tips or hints) that give you additional information. To see if an item has a help tag, rest the pointer over it for a second or two.

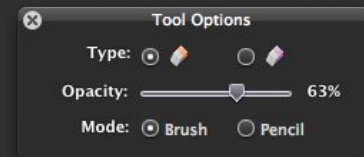
That is a quick way to see a tool's name and keyboard shortcut without looking into help documentation.

Cycle through hidden tools

Some tools such as Polygonal Lasso and Magic Eraser are not visible in the Tools palette by default. Instead, these tools are grouped with primary tools such as Lasso and Eraser. So if you want to use Polygonal Lasso instead of Lasso or Magic Eraser instead of Eraser, do one of the following:



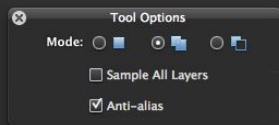
- Select a primary tool (Lasso or Eraser), choose **View > Show Tool Options** and in the Tool Options palette click the secondary tool (Polygonal Lasso or Magic Eraser).



- Select primary tool (Lasso or Eraser) and click its keyboard shortcut to switch to the secondary tool. To switch back to a primary tool, click its keyboard shortcut again.

Tool Options

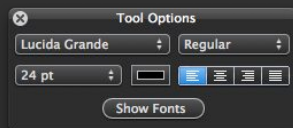
When working with Pixelmator tools, you may need to use the Tool Options palette frequently since it allows you to customize the way your tool works.



Tool Options: the picture shows tool options for the Magic Wand Tool.

To show or hide the Tool Options palette choose **View > Show (or Hide) Tool Options** or press the **Command + 2** keyboard shortcut.

The Tool Options palette changes every time you switch tools since every single tool in Pixelmator has its own settings. Some settings are common to several tools while others are specific to just one tool.



Tool Options: the picture shows tool options for the Type Tool.

We will take an in-depth look at all the settings and tools in later chapters of this manual.

Viewing Images

It is very useful to learn the tools for viewing images in Pixelmator since they help you to work faster and more precisely with your images.

Full-screen Mode

There are two screen modes in Pixelmator: a standard mode, which is present when Pixelmator launched, and a full-screen mode, which you can switch to by doing one of the following:

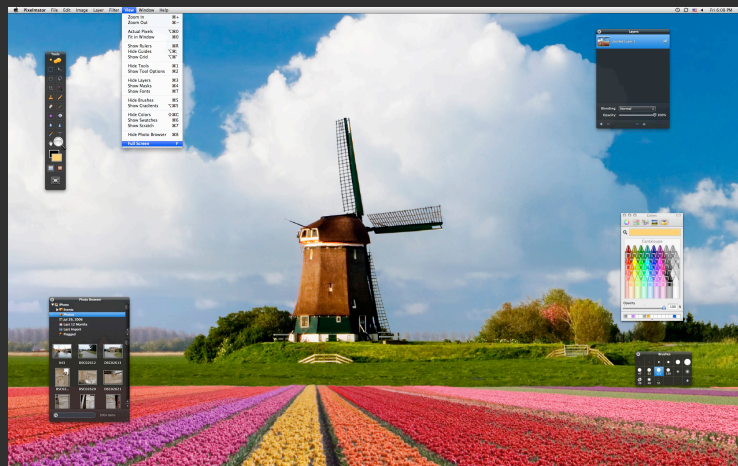
- Choose **View > Full Screen**.
- Click on the full-screen mode button in the Tools palette.



Full-screen button: click to switch to or from the full-screen mode.

- Press **F** on your keyboard to cycle through standard and full-screen modes.

Full-screen mode hides your desktop, window title bar, and scroll bars so you can view images on your entire screen and better focus on your image.



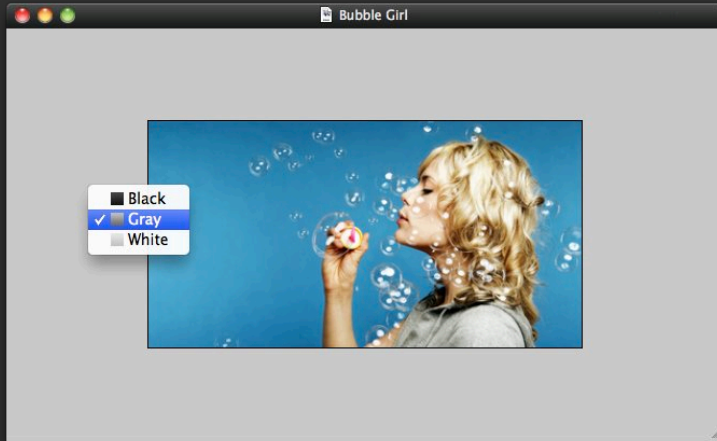
Though in the full-screen mode Menu Bar is hidden, it is still accessible by moving your mouse pointer up to the upper edge of the screen.

To exit full-screen mode, do one of the following:

- Choose **View > Full Screen**.
- Click on the full-screen mode button in the Tools palette.
- Press **F** on your keyboard to cycle through standard and full-screen modes.

Canvas Background Color

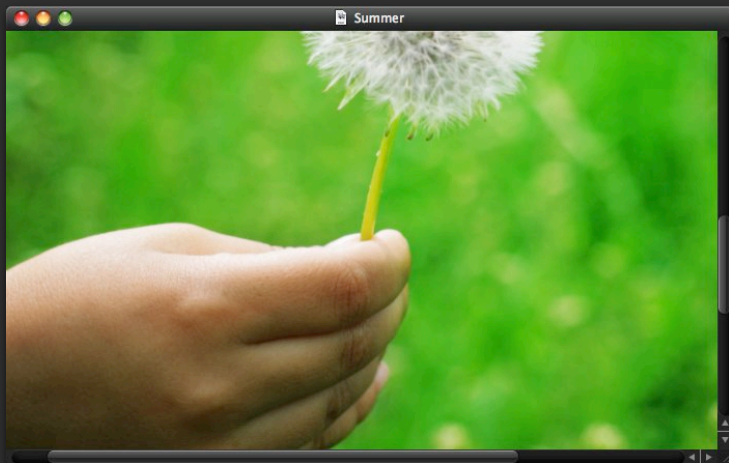
You can change the background color of the work area by right-clicking on an area outside the canvas and choosing white, grey, or black.



Navigating in an Image

To view another area of an image, do one of the following:

- Use the window scroll bars



- Select the Hand Tool and drag to pan over an image



Tip: To temporarily use the Hand Tool while another tool is selected, hold down the *Spacebar* as you drag in the image.

Zoom In or Out

Since zooming is one of the most used functions in image editing, there are many ways to zoom in or out in Pixelmator.

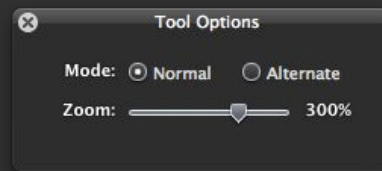
To zoom in or out of an image, do one of the following:

- Select the Zoom Tool in Tools palette. The cursor becomes a magnifying glass with a plus sign in its center. In the Tool Options palette, choose either the Normal (Zoom In) or Alternate (Zoom

Out) radio buttons. Click the area of an image you want to magnify. Notice the mouse cursor changes to a plus or minus icon.



- Select the Zoom Tool in Tools palette. The default Zoom tool is activated. It shows you the plus sign on its cursor's icon. Click the area of an image to zoom in, or **Option + Click** the area to zoom out. Notice that Zoom cursor now has a minus sign on it. In the Tool Options palette, if Alternate (Zoom Out) zoom is chosen, Option + Click will temporarily change it to Normal (Zoom In).



- Select the Zoom Tool in Tools palette and click and drag a selection rectangle, called a marquee, around the area you want to magnify. The area you just selected using the Zoom tool will be displayed at the highest possible magnification level.



- Choose **View > Zoom In** to zoom in or **View > Zoom Out** to zoom out.
- If the Zoom Tool is selected and you wish to set the zoom level more precisely, you can drag the zoom slider in the Tool Options palette. Exactly the same zoom slider is also available in the Tool Options palette if the Hand Tool is selected.
- To zoom in or out using your mouse scroll wheel, press the Option key on your keyboard and scroll your mouse's wheel up to zoom in or back to zoom out.
- Control-click or right mouse button click on an image with the Zoom Tool selected and choose Zoom In or Zoom Out from the contextual menu to magnify.
- Use the Hand Tool's Tool Options palette to zoom in or out when the Hand tool is selected.
- Use **Command +** to zoom in and **Command -** to zoom out.

The keyboard shortcut for quickly selecting the Zoom Tool is **Z**.

Note: The maximum magnification level in Pixelmator is 3200%. When this level is reached, the Zoom Tool cursor's magnifying glass appears empty.

100% Zoom

To display an image at 100% zoom, do one of the following:

- Double-click the Zoom Tool in Tools palette.
- Choose **View > Actual Pixels**.
- Control-click or right mouse button click on an image with the Zoom Tool or Hand Tool selected and choose Actual Pixels from the contextual menu.



- Use the **Option + Command + 0** keyboard shortcut.

Fit an Image to Window

To fit an image to a window or screen (in case you work in full-screen mode), do one of the following:

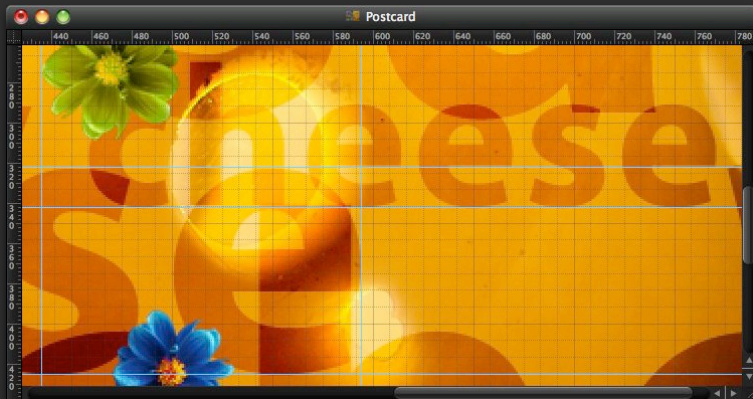
- Double-click the Hand Tool in Tools palette.
- Choose View > Fit in Window.
- Control-click or right mouse button click on an image with the Zoom Tool or Hand Tool selected and choose Fit in Window from the contextual menu.
- Use the **Command + 0** keyboard shortcut.

The keyboard shortcut for quickly selecting the Hand tool is **H**.

Tip: It is highly recommended that you remember the Zoom Tool (**Z**) and Hand Tool (**H**) keyboard shortcuts since these tools are used a lot when editing images.

Rulers, Guides, and Grid

Rulers, guides, a grid or any combination of them in Pixelmator help you position your images or objects precisely. When shown, rulers appear along the top and left side of the window. A grid appears as lines or dots on an image itself, and guides appear as lines and can be added or removed. Both guides and grids are nonprinting lines that float over the image.



Rulers

Rulers appear along the top and left side of the window. Rulers show the size of an image and mouse pointer location. The ruler's zero origin and units of measurement can be changed.

Show or Hide Rulers

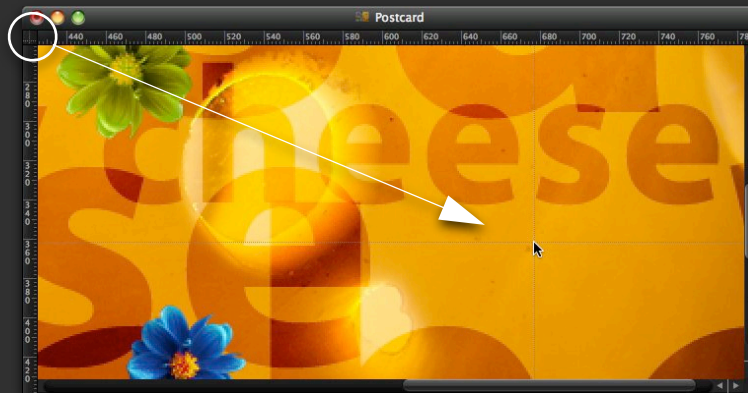
To show or hide rulers, do one of the following:

- Choose **View > Show (or Hide) Rulers**.
- Use the **Command + R** keyboard shortcut.

Change Ruler's Zero Origin

The ruler's zero origin can be changed for measuring from a specific point on an image. To change the ruler's zero origin, click and drag

the upper left corner of the ruler on to your image. A set of dotted cross lines appear marking the new origin for the rulers.



Tip: Hold down the *Shift* key as you drag the ruler's origin lines to make them stick to the ruler ticks.

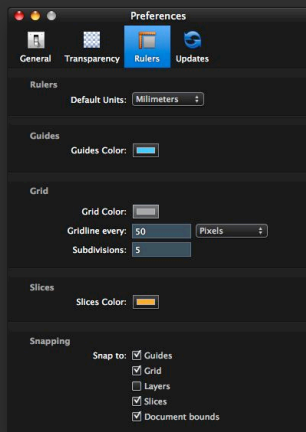
To reset a ruler's origin to its default value, double - click the upper left corner you just used to click and drag your ruler's origin pointer.

Tip: Notice that some ruler ticks become brighter when you move the mouse cursor when rulers are displayed. Those ticks mark your pointer's position when you move it.

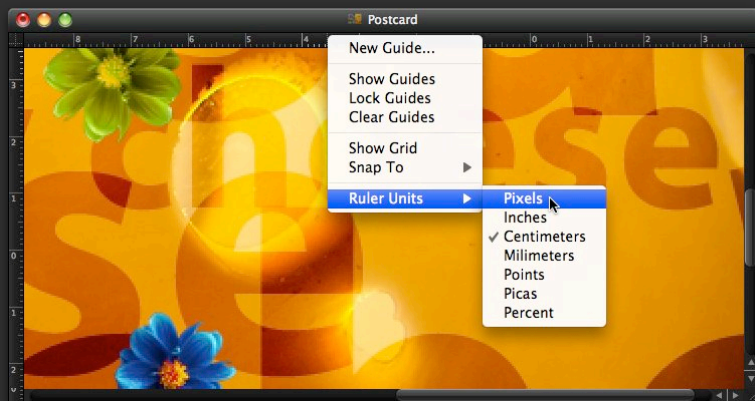
Change Ruler's Unit of Measurement

The units of measurement for rulers can be changed to pixels, inches, centimeters, millimeters, points, picas or percentages. To change the ruler's unit of measurement, do one of the following:

- Choose **Pixelmator > Preferences > Rulers** and choose the unit from Default Units pop-up.



- Control + Click or right mouse button click on a ruler in the Pixelmator window for a contextual menu to appear. Choose a unit from the Ruler Units list in a contextual menu.

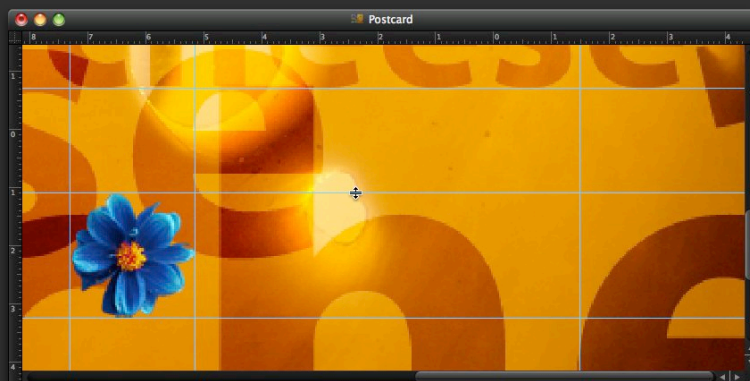


Tip: Once you change ruler units in Preferences, Pixelmator will use that unit for later images. But if you choose the ruler unit from a ruler contextual menu, it will be used only for the current image. If you close and open that image, it will still use the measurement unit that was chosen in the Preferences window.

The default ruler unit is pixels. However, if you change the default measurement unit in Preferences window, the next time you open any picture, it will use that selected unit.

Guides

Guides appear as nonprinting lines that float over the image and help you precisely position objects in the place you want them. Guides can be placed anywhere on your image, moved, removed and locked.



Add Guide

To add a guide, do one of the following:

- If the rulers are not visible, choose **View > Show Rulers**. Click and drag any of the horizontal or vertical ruler bars and drop the guideline anywhere on your image.

Tip: Hold down the *Shift* key as you drag a guide to make it snap to the ruler ticks.

- Double-click any of the horizontal or vertical ruler bars and a New Guide sheet will appear. Select horizontal or vertical orientation and enter a position where your guide should be placed. Click **OK** after you are done.



Tip: Hold down the *Option* key as you drag away from vertical ruler to create a horizontal guide and vice versa.

Show or Hide Guides

Guides can be hidden or shown. To show or hide guides, do one of the following:

- Choose **View > Show (or Hide) Guides**.
- Control + Click or right mouse button click on a ruler bar in Pixelmator window for a contextual menu to appear. Choose **Hide (or Show) Guides**.
- Use the **Option + Command + ;** keyboard shortcut.

Move a Guide

Once placed, guides can still be moved. To move an already placed guide, select the Move Tool from the tools palette and position the pointer over the guide. Notice the cursor changes in to a move guide icon. Now you can drag the guide to move it.

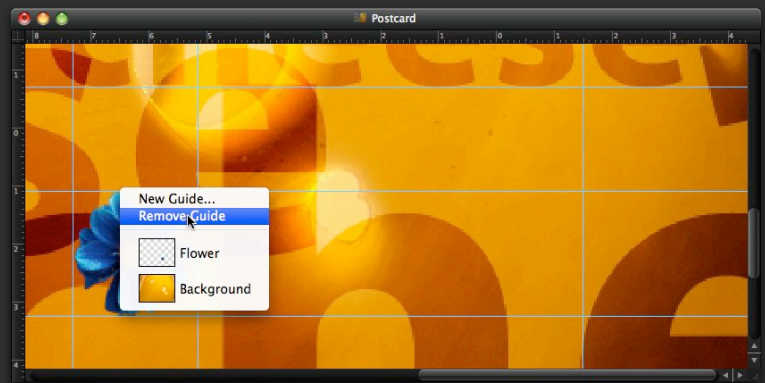
You can change the guide orientation by holding down the Option key on your keyboard as you click and drag the guide.

Tip: To temporarily switch to Move Tool when any other tool is selected, hold down the Command key. This allows you to quickly move a guide.

Remove Guide

To remove a single guide from an image, do one of the following:

- Drag and drop the guide outside the image window. A poof animation will appear to notify you that the guide is removed.
- Select the Move Tool, position the pointer over the guide, Control + Click or right mouse button click on a guide and choose Remove Guide from the guide contextual menu.



To remove all guides in an image, right-click the mouse on the Ruler Bar and select **Clear Guides** in the rulers contextual menu.

Tip: For the most accurate placement of guides, it is best to view the image at 100% or maximum (3200%) zoom level.

Lock and Unlock Guides

You can lock guides so that they will not be moved by accident. To lock guides in an image, right-click the mouse on the ruler bar and choose **Lock Guides** in the rulers contextual menu.

To unlock guides in an image, right-click the mouse on the ruler bar and choose **Unlock Guides** in the rulers contextual menu.

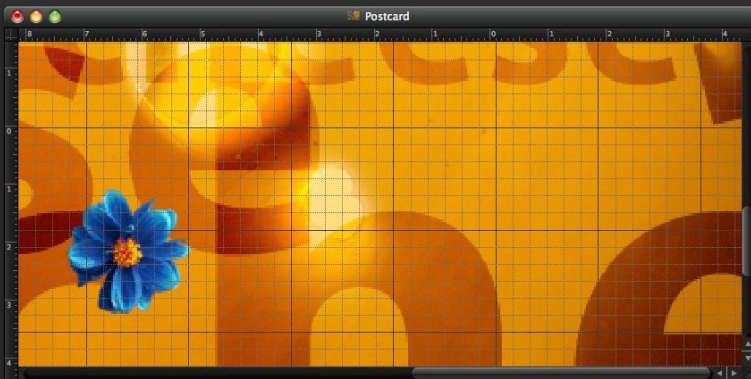
Change Guide's Color and Opacity

You can customize the look of a guide by choosing its color and adjusting opacity.

To change a guide's color and adjust opacity, choose Pixelmator > Preferences > Rulers and click on Guides Color button. Select the color and adjust the opacity in Apple Color picker.

Grid

The Grid provides you with a means of aligning an image's elements to the horizontal or vertical axis and is useful for laying out objects symmetrically. The grid appears as nonprinting lines.



Show or Hide Grid

To show or hide a grid, do one of the following:

- Choose **View > Show (or Hide) Grid**.
- Use the **Option + Command + '** keyboard shortcut.

Grid Settings

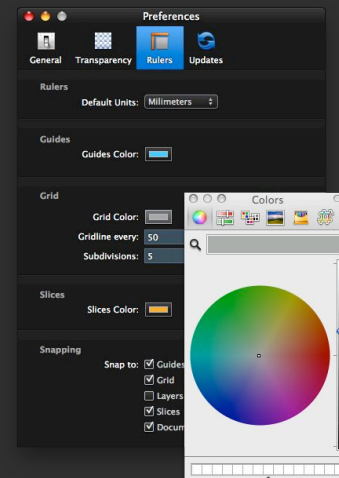
To adjust the grid spacing, choose Pixelmator > Preferences > Rulers and enter a value to indicate how many units a gridline should have and at what unit value subdivisions should be placed to divide the gridline.

If needed, change the units for the gridline setting.

Change Grid Color and Opacity

You can customize the look of a grid by choosing its color and adjusting its opacity.

To change the color and adjust opacity, choose **Pixelmator > Preferences > Rulers** and click on the Grid Color button. Select the color and adjust the opacity in Apple Color picker.



Snapping

Guides and grids are especially useful when positioning objects with the Snapping feature enabled. Snapping makes selections, some tools, and layers snap to within 5 screen pixels of a guide, grid, layers or the edges.

Enable Snapping

To set selections, some tools, and layers to snap to desired objects such as guides, grid, layers or document boundaries, choose **Pixelmator > Preferences > Rulers** and choose one or more of the following options from the Snapping section:

Guides snaps to guides; **Grid** snaps to the gridlines and gridline subdivisions; **Layers** snap to layers edges; **Slices** snap to slice boundaries; and **Document Bounds** snap to the edges of the image.

A check mark near the name of an element indicates that snapping for that element is enabled.

Info Labels

Info labels appear next to the mouse cursor and show useful information, depending on the tool in use.



Info labels show the following information:

- Size of the elliptical or rectangular selections when drawing them.
- Tolerance level for the Magic Eraser, Magic Wand, and Paint Bucket tools.
- RGB color values when the Eyedropper tool is clicked and dragged.
- Dimensions such as size, angle, and coordinates for the Crop, Slice, and Transform tools.
- Angle or radius for the Gradient tool.
- Position of the guide when added.

Show or Hide Info Labels

To show or hide the info labels:

- Choose **Pixelmator > Preferences...**
- Check the **Show information labels** checkbox in the General tab.

Preferences

Preferences is a place where some Pixelmator settings are available. Preference settings affect only the default behavior and appearance of the application. The Pixelmator preferences window includes General, Transparency, Rulers, and Updates tabs.

To open a Preferences window, do one of the following:

- Choose **Pixelmator > Preferences...**
- Use the **Command + ,** keyboard shortcut.

General

The General tab includes Welcome Screen behavior settings, allows you to set new image content, and settings for Smart Palette Hide and Action Tooltips features.

If you would like to turn the Welcome Screen of Pixelmator on or off, in Pixelmator Preferences choose **Show Welcome** or **Do Nothing** from the **On Startup** pop-up menu.

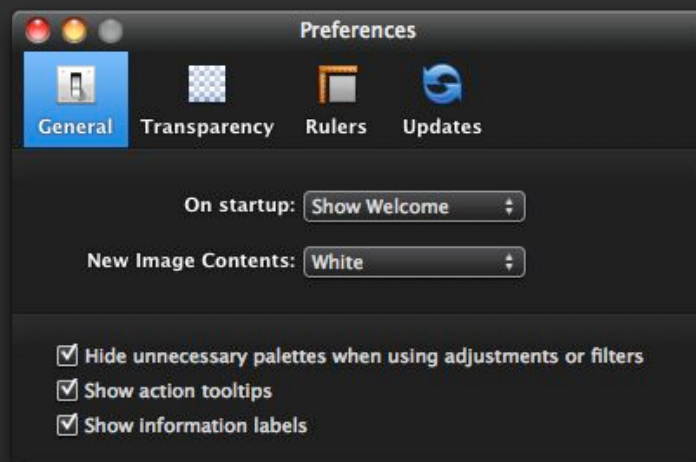
When creating a new image in Pixelmator, the new image's content is transparent by default. However, if you would like to change this or have a white or black background layer, choose **White**, **Black** or **Transparent** from the **New Image Contents** pop-up menu.

A feature called Smart Palette Hide can be turned on or off by checking or unchecking the **Hide unnecessary palettes when using adjustments or filters**. When any adjustment or filter is launched, unnecessary palettes that won't be used for now temporarily dissolve. Once you're done with that adjustment or filter tool, palettes that were hidden come back. This allows a better focus on an image you are working on. Smart Palette Hide is turned on by default.

Another useful feature in Pixelmator is Action Tooltips. If Action Tooltips are enabled in Pixelmator Preferences, when you choose

any tool that does not have a palette, it will show an action label so you know you did choose something. It is useful for working using keyboard shortcuts especially the undo/redo ones since action tooltip will pop-up to tell you what you just undid or redid. Action Tooltips can be enabled or disabled by checking or unchecking the **Show Action Tooltips** checkbox.

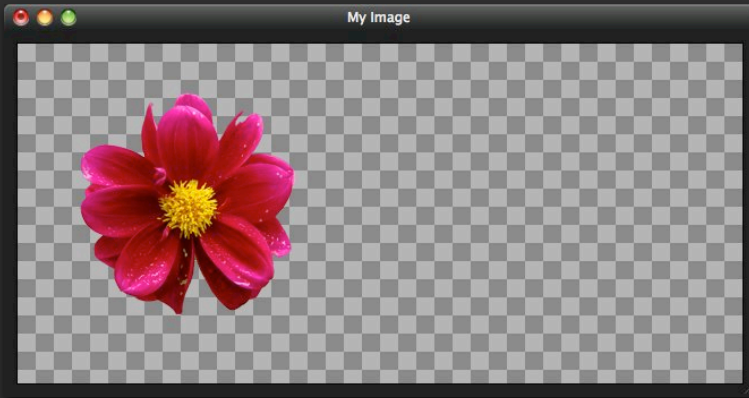
Info labels appear next to mouse cursor and show useful information depending on the tool in use. Check or uncheck the **Show info labels** checkbox to show or hide info labels.



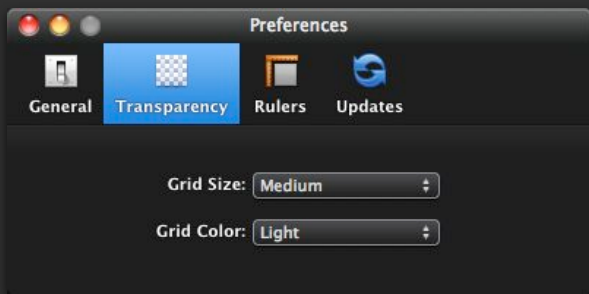
Transparency

The Transparency tab includes the Pixelmator transparency checkerboard settings. This is a nonprinting checkerboard that helps you to know when there are no layers or layer opacity is low in an image. For example, you can see the transparency checkerboard when all layers in an image are turned off or removed, or if layers that are in your image are transparent.

To set the transparency checkerboard grid size, choose **Small**, **Medium** or **Large** from the **Grid Size** pop-up menu in **Transparency** preferences.



To set the transparency checkerboard grid color, choose **Light**, **Medium** or **Dark** from the **Grid Color** pop-up menu in **Transparency** preferences.



Rulers

The Rulers tab in Pixelmator Preferences includes appearance settings for rulers, guides and a grid.

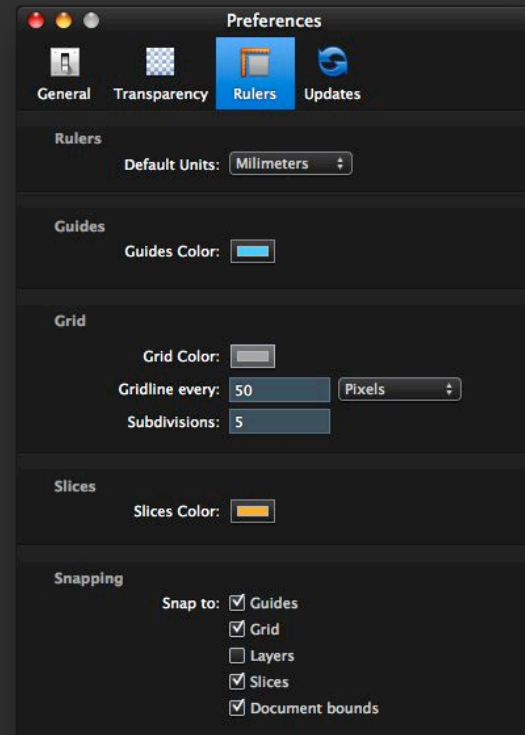
To set the default ruler units for an application, choose **Pixels**, **Inches**, **Centimeters**, **Millimeters**, **Points**, **Picas** or **Percent** from the **Default Units** pop-up menu in rulers preferences.

To change the default color settings for guides in Pixelmator, click the **Guides Color** button and use the Color palette to choose a preferred color for guides. You can also adjust the opacity slider in Color palette to change the guide's opacity.

To change the default color settings for a grid in Pixelmator, click the **Grid Color** button and use the Color palette to choose a preferred color for the grid. You can also adjust the opacity slider in Color palette to change the grid opacity.

To adjust the grid spacing, enter a value for **Gridline every** to set the number of units a gridline should use for placement and at what unit value **subdivisions** should be placed to divide the gridline. If needed, change the units for the gridline setting.

To change the default color settings for slices in Pixelmator, click the **Slices Color** box and use the Color palette to choose a preferred color for slices.



Updates

The Pixelmator Team frequently releases free updates for Pixelmator. These updates include new features and important stability or performance updates for Pixelmator. Using the Pixelmator Updates preferences, you can check for updates manually or set the application to automatically check for new updates.

To set the application to tell you when a new update is available, check the **Notify me when a new version of Pixelmator is available** checkbox in the Pixelmator Updates tab.

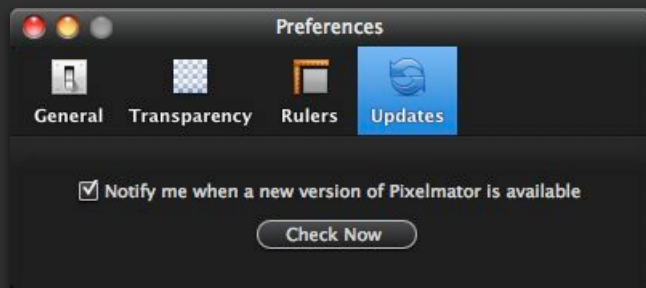
If you would like to check whether there are any updates, click the **Check Now** button.

Note: Pixelmator Software Update does not send any personal information to developers. The only thing that Pixelmator software update servers receive is the current version number of the application.

When Pixelmator detects that an update is available, you can choose to install, skip or cancel the update.

The software update feature is turned on by default.

For more information about what software update may bring visit the software update page at www.pixelmator.com/support/updates.



Undo, Redo and Revert to Saved

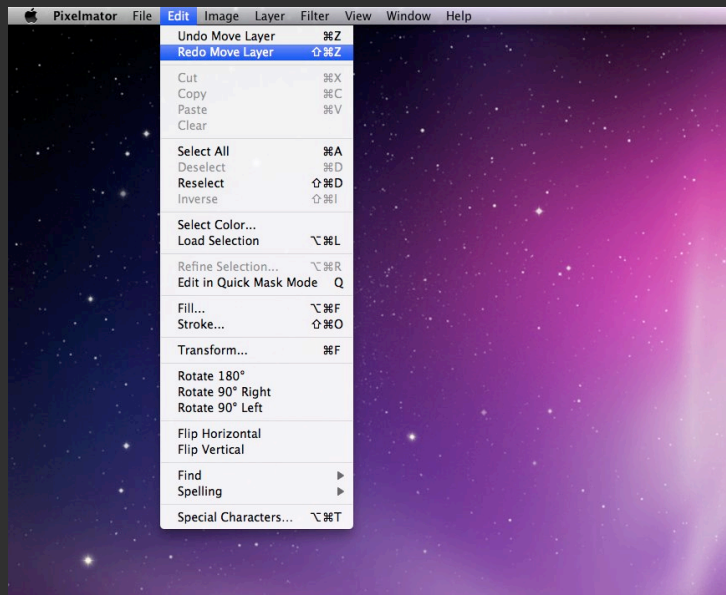
The Undo or Redo commands in Pixelmator let you undo or redo your work. You also have an ability to revert to the last saved version of your work.

Undo, redo and revert to saved commands will undo or redo changes you made to your image but not changes you made to the application's interface, tool options or palettes position.

Undo and Redo

To undo or redo, do one of the following:

- Choose **Edit > Undo (command name)** or **Edit > Redo (command name)**.
- Use the **Command + Z** keyboard shortcut to undo; or use the **Shift + Command + Z** keyboard shortcut to redo.



Revert to Saved

You can also revert to the last saved version of your work by choosing **File > Revert to Saved....** Though after choosing Revert to Saved Pixelmator will ask you whether you really would like to revert your work, be careful about using this feature since the operation cannot be undone.

Note: Though Pixelmator undo and redo operations are unlimited, they depend on your available free hard disk space. For example if you work on an image that includes a single 1000 x 1000 pixels layer it will create a temporary 4 Mb file on your hard disk.

It is highly recommended that you have at least 3 Gb of free hard disk space when you work in Pixelmator.

However, if the hard disk space runs out - Mac OS X Finder notifies you about that.

Temporary files are removed from your hard disk each time you close the document you are working on whether you save it or not.

Chapter 3: Creating, Opening and Placing Images

Pixelmator supports over 100 different file formats. You can open or place into your compositions any PSD, TIFF, JPEG, PNG, PDF file and scores of other image formats. Using the Photo Browser palette, you can quickly access images from your iPhoto library even without switching applications.

This chapter explains how to create, open and place new images and introduces you to Photo Browser and Pixelmator images.

This chapter covers:

- Creating New Images
- Opening Images
- Placing Images
- Importing Images From Devices
- Pixelmator Images

Creating New Images

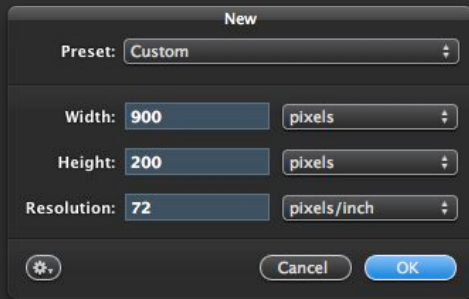
You start working in Pixelmator by creating or opening images. When creating new images, you choose a new document preset or create your own by specifying the image width, height and resolution.

Create a New Image

To create a new image in Pixelmator do one of the following:

- Choose **File > New...**
- Use the **Command + N** keyboard shortcut.
- Click the **Create New Image** button in the Welcome Screen window.

When a new dialog box appears, choose a new document preset or manually set the width, height, and resolution for the document.



For your convenience, you can choose the measurement unit from the Width or Height pop-up menu to specify an image width or height in pixels, inches or centimeters. You can also use pixels per inch or pixels per centimeter measurement to set the resolution for your image by choosing it from the Resolution pop-up menu.

3. When you finish, click **OK** to show a newly created image.

Document Presets

Pixelmator comes with a number of the most popular and standard image presets for your work. Pixelmator document presets can be divided into these categories:

- Display category that includes the majority of standard screen sizes: 640 x 480, 800 x 600, 1024 x 768, 1280 x 800, 1650 x 1080, 1920 x 1200 sizes. Sizes are in pixels.



- Web category that features most popular standard banner sizes: Rectangle (180 x 50), Medium Rectangle (300 x 250), Leaderboard (728 x 90), Wide Skyscraper (160 x 600). Sizes are in pixels.
- Photo category includes 2 x 3 photo, 4 x 6 photo, 5 x 7 photo and 8 x 10 photo. Sizes are usually shown in inches.

- Print category includes the standard A6, A5, A4, Letter, Legal and Tabloid paper sizes.
- Other sizes that don't fit in the previous categories: iPhone Desktop (320 x 480) and iTunes artwork (300 x 300).

Image Size and Resolution: The default resolution for pictures is 72 dpi (dots per inch). It is the standard used for Web images as well as for digital photos.

However, if you would like to print your image in an exact size, you will have to change the default dpi setting in the New Image dialog box or Image Size sheet. The best results can be achieved when printing in 300 dpi.

When creating images for print, it is recommended that you use the default document presets that will automatically set dpi for your image.

New Document From Clipboard

The document presets list also includes a Clipboard setting that you can choose in order to create a new document with the width and height settings of a document that is in Clipboard.

To create a new image from clipboard (assuming that your clipboard is not empty), do one of the following:

- Choose **File > New...**
- Use the **Command + N** keyboard shortcut.
- Click the **Create New Image** button in the Welcome Screen window.

When a new dialog box appears, choose **Clipboard** from the document presets pop-up menu.

Click **OK**.

Or simply click right-click the Pixelmator icon in the Dock and choose **New from Clipboard**.

If the clipboard is empty, the clipboard menu item in the Presets pop-up menu and Dock menu will be dimmed.

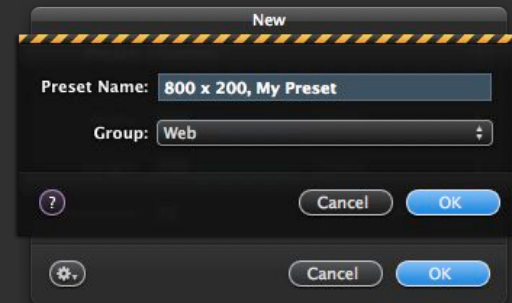
To check whether your clipboard includes any information:

1. Switch to Finder.
2. Choose **Edit > Show Clipboard**.

Create New Document Preset

Sometimes you may want to create a new document preset to quickly create a required document when needed. To create a new document preset:

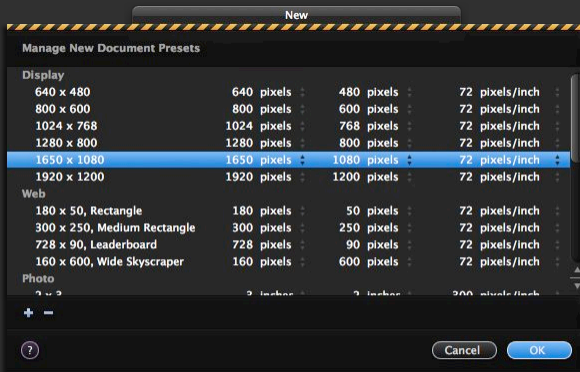
1. In the New dialog box set the width, height and resolution.
2. In the Action menu choose **Save Preset As**.
3. In the sheet that appears, enter preset name and select the presets group.
4. Click **OK**. Your new document preset should be available in a New dialog's Preset pop-up menu.



Edit Document Preset

You can edit your document preset anytime you want. To edit the new document preset:

1. Choose **Manage Presets** in the New dialog Action menu.
2. Double-click on preset name, width, height or resolution to edit.
3. Click **OK** once you are done.



Delete Document Preset

To delete the document preset:

1. Choose **Manage Presets** in the New dialog Action menu.
2. Select the document preset you want to delete from the presets list.
3. Click the **Delete** button (-) to delete the selected preset.

Share Document Preset

You may want to share your document preset with your friends. To share the document preset:

1. Choose **Manage Presets** in the New dialog Action menu.
2. Click and drag the document preset you would like to share onto your desktop.
3. A document with the name of the preset is created.

You can give the preset document to a friend who uses Pixelmator.

To add the saved document preset to Pixelmator, simply drag and drop the document onto the application icon.

Sharing Document Presets

You can also share your document presets with other Pixelmator users.

To share your Pixelmator document preset:

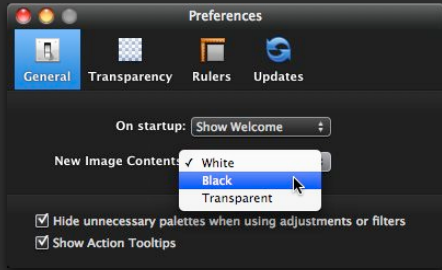
1. Click on any of the presets in the Manage New Document Presets sheet and drag it to your desktop.
2. A document appears which you can send to your friend.
3. To add a preset document into Pixelmator, simply drag the document preset icon onto the Pixelmator application icon, Manage New Document Presets sheet or document window. It will appear in the Presets pop-up menu.





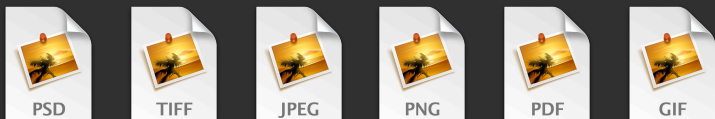
New Image Contents

When you create a new image, it will be completely empty and will show the transparency checkerboard by default. If you would like the new image to have a white or black layer for a start, you can set that in **Pixelmator > Preferences > General** by choosing **White**, **Black** or **Transparent** from the New Image Contents pop-up.



Opening Images

Using Pixelmator, you can open over 100 different image formats including PXM, PSD, TIFF, PNG, JPEG, GIF, PDF and many others. You can open images using Open and Open Recent commands as well by simply dragging and dropping images on the Pixelmator application icon.



Open Image

To open an image, do one of the following:

- Choose **File > Open**, select the document in the Open dialog box and click **Open**.
- Drag and drop an image you want to open onto the Pixelmator icon in the Mac OS X dock.
- Use the **Command + O** keyboard shortcut, select the document in the Open dialog box and click **Open**.
- Click the **Open Existing Image** button in the Welcome Screen window.

Open Recent Image

To open a recently used file, choose **File > Open Recent >** select a file from the submenu.

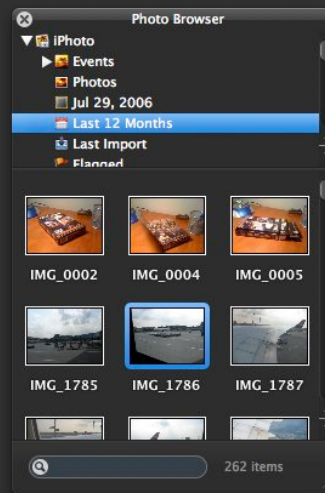
Open Recent command keeps ten recently used files in the list. If you would like to clear the list, **Choose > File > Open Recent > Clear Menu**.

Open Image using the Photo Browser

Though Pixelmator Photo Browser is mostly used for placing photos and pictures as layers to your compositions, you can also use it to open images that are located in your iPhoto Library or Pictures folder.

To open an image using Photo Browser:

1. Choose **View > Show Photo Browser**.
2. In the Photo Browser source view, select the iPhoto Library, Album or Pictures folder, depending on where your image is located.
3. Look for your image in image browser and double-click it to open it in Pixelmator.



Open PDF File

PDF is an abbreviation for Portable Document Format, and a file with this format can contain a single image or multiple pages and images. When you open a PDF document in Pixelmator, you can choose which page to open if the document contains more than one.

Opening a PDF document is the same as opening any other images. And if the PDF contains a single page or image, you won't see any difference from other images.

However, if the PDF you open contains multiple pages, an Open PDF dialog box appears, and you can choose which page to open in Pixelmator.

Use the Open PDF cover flow to scroll through pages, and once you locate the page you would like to open, double-click on it or click the OK button.



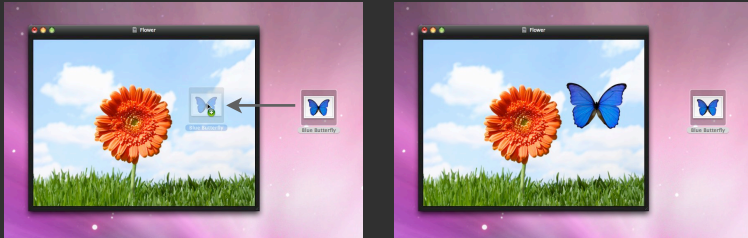
Placing Images

You can place any Pixelmator-supported image in your composition as a layer. And placing is as simple as drag and drop.

Place an Image into Your Composition

To place an image into your composition:

1. Open the Pixelmator image that is the destination for the picture.
2. Drag and drop the image you want to place from Finder onto the opened image window.



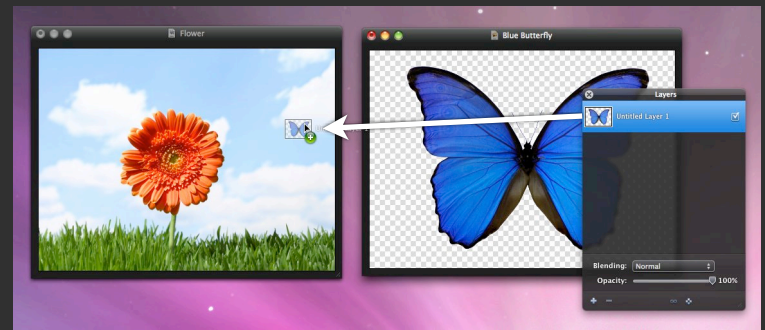
The placed image appears as a new layer in your composition that you can edit as you would any other layer in Pixelmator.

Tip: You can place images from nearly anywhere in your Mac to your composition: directly from other applications that support drag and drop such as iPhoto, from Finder, even from other Pixelmator documents.

Placing Layers from One Pixelmator Image to Another

To put a layer from one image in another:

1. Open the Pixelmator image that is the destination for the placed layer.
2. Open the image that has a layer that you want to place in the destination image.
3. Drag and drop a layer from the layers palette to the destination image.



For more information about Layers, see Chapter 13 in this manual.

Photo Browser

The Photo Browser palette in Pixelmator offers quick access to your iPhoto Library, events, albums, Smart Albums and pictures in your Pictures folder. Drag and drop any of the images in iPhoto or Pictures folder as layers in your Pixelmator composition.

To open the Photo Browser, do one of the following:

- Choose **View > Show Photo Browser**.
- Use the **Command + 8** keyboard shortcut.

Tip: You can set Photo Browser source view to show iPhoto albums or Pictures folder in a pop-up menu or a list by dragging the split line between source list and photo thumbnails view up or down.



Place an Image from Photo Browser

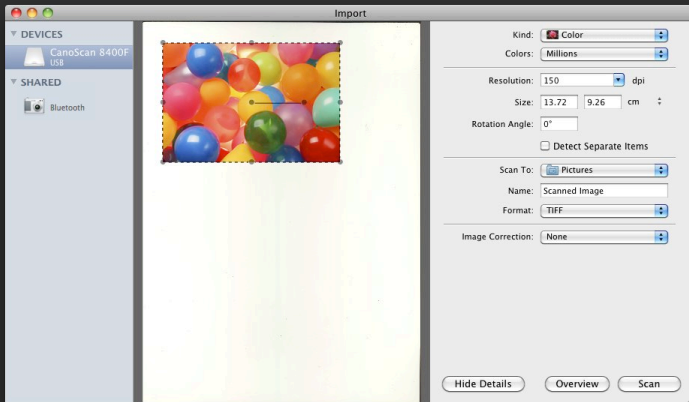
To place a picture in your composition from iPhoto Library, events, albums, Smart Albums or Pictures folder:

1. Choose **View > Show Photo Browser** if it is not shown yet.
2. Select the iPhoto album or Pictures folder depending on where your picture is located.
3. Locate your picture by scrolling through photo thumbnails in the Photo Browser or by using the search field to find that specific picture.
4. Drag the photo thumbnail to the document window in Pixelmator where you want to place that picture.

Tip: You can use the Photo Browser palette to open an image. Simply look for your image in Photo Browser and instead of dragging its thumbnail to your composition, double-click it to open it in Pixelmator.

Importing Images from Devices

Images can be imported from cameras and scanners. The browser shows both USB and network devices. It displays their names, types, and icons. The list is updated dynamically as devices are plugged in, removed, or renamed. The camera device type includes camera-phones (including the iPhone) and memory card readers. The scanner device type includes multifunction devices such as printer-scanner-FAX machines.



To import an image from a scanner:

1. Choose **File > Import...**
2. Select the scanner from the Devices list.
3. Wait until scanner heats up and scans a preview image.
3. If needed, adjust the boundaries and resolution of the image.
4. Click Scan.

To import an image from other devices:

1. Choose **File > Import...**
2. Select the device from which you want to import images.
3. Locate and select document(s) you want to import.
4. Click Import or Import All.

Pixelmator Images

Pixelmator supports over 100 different file formats including PSD with layers, TIFF, PNG, JPEG, GIF and many others. The default file format for Pixelmator is PXM.

Getting File Information

Most images have basic information such as height, width, file format, resolution, color space, attached ColorSync profile, keywords, and more attached to them. Such information is called Metadata.

To view the metadata information, do one of the following:

- Open an image for which you would like to view the information.
- Choose **File > File Info**.
- Use the **Option + Shift + Command + I** keyboard shortcut.

File Info sheet appears.



The Summary tab in the File Info sheet contains information such as file name, file format, file size, image size, image resolution in pixels/inch, color space and attached ColorSync profile.

For more information about the opened image, click the **Details** tab. Here you will find formats information such as Exif and IPTC, and others such as TIFF.

Exif and IPTC: The latest digital cameras always attach the Exif data to each photo taken. Exif information includes the capture time, camera settings for the photo (exposure, ISO, even GPS coordinates if such a feature is available).

Additional IPTC metadata stored includes detailed non-technical information such as photographer's name, photo copyright, description, capture place, etc. IPTC data is usually added by the photographer.

If the image doesn't have any metadata information except for the basics, the Details tab will be empty.

Assigning Keywords to an Image

You can also assign keywords to your image, and since Pixelmator comes with a built-in Spotlight plug-in, you can perform searches using those keywords.

To assign keywords to an image:

1. Choose **File > File Info**.
2. Select the **Keywords** tab.
3. Do one of the following:
 - To add a keyword, click **Add (+)**.
 - To delete a keyword, select it and click **Delete (-)**.
 - To edit a keyword, double-click it.

PXM File Format

The default Pixelmator file format is PXM. It is the best way to save and store your compositions for further editing since it offers full support for Pixelmator features. For example, layers, type layers, masks, blending modes and opacity settings information is stored within the PXM file and is not lost when the document is saved. Other file formats such as JPEG, PNG, GIF, BMP and many others cannot store such information, and once saved, the majority of the data that has to do with Pixelmator features is lost.



However, there is one disadvantage to using the PXM format. Since PXM is quite a new file format, it is not supported by other applications. For example, a Preview application that comes with the Mac OS X is not capable of opening PXM files. There are other file formats available in Pixelmator that you can save in for compatibility.

Tip: A Quick Look plug-in for the Mac OS X that comes with Pixelmator makes it possible to quickly view almost any of the 100 image file formats supported by Pixelmator without having to launch the application. The Pixelmator Quick Look plug-in supports PXM and can show a quick preview of Pixelmator compositions in Finder.

In case you are working on a composition and just want to save it for later editing, the best format to save in is PXM, but if you would like to open your image in any other application, use other file formats such as PSD, TIFF, PNG, GIF etc.

PSD Compatibility

PSD is an abbreviation for Photoshop Document. The PSD format is the default format for Adobe Photoshop. The PSD format stores an image with support for most features available in Adobe

Photoshop including layers, transparency, type, blending modes and some other information.

Pixelmator can open and save PSD documents. However, not all of the features of PSD are supported by Pixelmator.

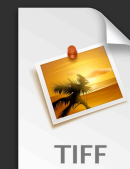
Features of a PSD file format that Pixelmator supports are bitmap layer information and blending settings and guides. Adjustment layers, layer effects and vector layers are not supported at this time.



Note: Some images created using other applications may use different color modes such as CMYK, Indexed Color or Grayscale. When you open such a file in Pixelmator, the file will be converted to RGB color mode since that is the only mode used by Pixelmator. For more information about color, color modes see Chapter 4 in this manual.

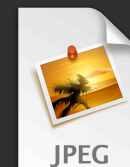
TIFF Compatibility

Short for Tagged Image File Format, TIFF is a widely used bitmapped graphics file format that Pixelmator can open. However, some TIFF documents may contain layers. TIFF layers are not currently supported by Pixelmator, but the application is able to open such TIFF image in a merged layers mode.



JPEG Compatibility

Short for Joint Photographic Experts Group, JPEG is a popular image file format that lets you create highly compressed graphics files. The amount of compression used can vary. Less compression results in a higher-quality image. JPEG files usually have the ".jpg" extension.



Pixelmator offers full support for opening JPEG images.

PNG Compatibility

Short for Portable Network Graphics, PNG is a bitmapped graphics file format that has been approved by the World Wide Web Consortium to replace patented GIF files. PNG files are patent- and-royalty-free.



Pixelmator offers full support for opening PNG images.

GIF Compatibility

Short for Graphics Interchange Format, GIF is the file format mainly used to display indexed-color images in websites.

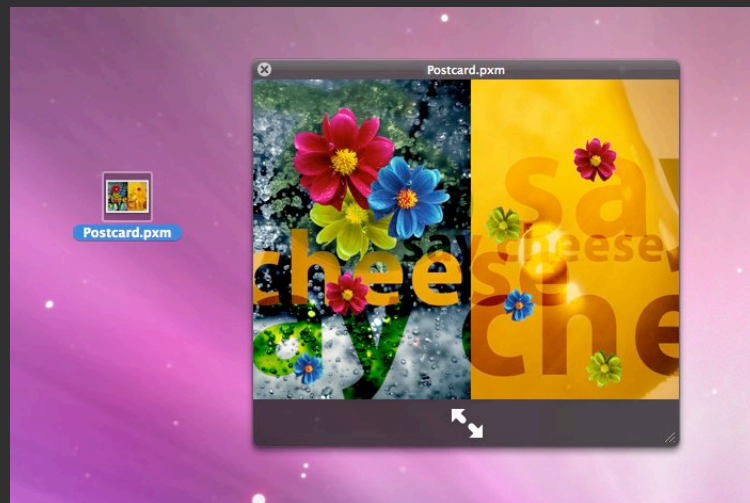


Pixelmator offers full support for opening GIF images, but the application cannot play GIF animations.

Note: For a complete list and description of file formats supported by Pixelmator, see Chapter 22.

Quick Look Plug-in

Using Quick Look in Mac OS X, you can view the preview of an image without opening it. Pixelmator Quick Look plug-in allows viewing of all the images supported by Pixelmator, including the default Pixelmator file format.



You don't need to worry about installing the plug-in since it comes with the application and works as soon as you have Pixelmator on your Mac. For more information about the Quick Look and how to use it, see the Mac OS X help documentation.

Spotlight Plug-in

Pixelmator's Spotlight plug-in allows finding Pixelmator images by using any metadata information. You can view metadata information and edit keywords using the File Info sheet in Pixelmator.

Spotlight plug-in will work on your Mac as soon as Pixelmator is on your Mac. There is no need to do any additional installations.



Leaves - Created by Paul Kercal

Part II: Color

Pixelmator features a simple and elegant collection of intuitive color management and color correction tools. Using these tools, you can fine-tune hue, saturation, and luminance; adjust exposure, color levels, brightness and contrast; use Auto Enhance to dramatically improve less-than-perfect images with one click; even use Curves, Color Balance, Channel Mixer and much more.

Chapter 4 **Color in Pixelmator**

Chapter 5 **Making Color Adjustments**

Chapter 4: Color in Pixelmator

Pixelmator features the very easy to use Color Management sheet that you can use to easily assign color profiles to your images or match your images to color profiles. Use Apple Color Picker to select colors from anywhere on your desktop and then add those to your Swatches palette in Pixelmator.

This chapter explains color and color management in Pixelmator. It also provides an introduction to choosing colors.

This chapter covers:

- Color Model and Depth
- Color Management
- Choosing colors

Color Model and Depth

It's worth knowing that Pixelmator works in RGB color model and can process 8-bit images.

Color Model

Color model describes how colors in images are stored and processed. Pixelmator supports RGB color model, which means one dot in an image is described by three colors - red, green and blue. The RGB color model is universal since it is used in computer displays or for storing digital photos. Pixelmator RGB is also optimized to work with your Mac's graphics card.



Bit Depth

Bit depth shows the number of tonal values or shades of a color each channel in a pixel is capable of displaying. Increasing the bit depth of color channels in an image's pixels exponentially increases the number of colors each pixel can express.

Pixelmator currently supports 8-bit depth images. That is 24 bits of information for each pixel or an ability to display almost 17 million colors while the human eye is capable of understanding 10 million colors. So that is more than enough.

Other Bit Depths: Other bit depths include 16-bit and 32-bit. These two depths are usually used by professionals (professional photography, medicine, biology, astronomy, movie industry, HDR processing). When opening 16-bit or 32-bit images, Pixelmator will convert them to 8-bit depth.

Other Color models: Other well-known color models are CMYK, Lab and Indexed Colors. Though Pixelmator understands images saved using these color models, it will convert them to RGB when opening a document.

CMYK Myth: There is a myth that if you want to prepare an image for print, you have to work in CMYK color model. That is not true. By being a naturally narrow color model for printing devices, CMYK has less image editing capabilities and it usually produces a poorer quality. When working with images for print one should edit them in RGB color model and then rely on RGB to CMYK converting software. Or if an image is being prepared for professional printing, RGB to CMYK conversion should be done by specialists.

Color Management

Pixelmator supports Apple ColorSync technology to maintain a consistent color among devices. You can choose a ColorSync profile for an image so that its colors are matched to your device, or you can change your image so that it matches a specific ColorSync profile.

Usually you won't have to worry about color management at all - Pixelmator will do that for you. But if it happens that an image has incorrect color management settings or an image is supposed to work in another platform, Pixelmator has all the tools you need to fix that.

Color Profiles: Color profiles is a small document attached to an image that describes how each color in an image should be understood by other devices.

Colors in image editing applications such as Pixelmator are displayed after they (colors) are processed through one of the color profiles. Color profile is usually attached by a digital camera so it doesn't need to be changed.

Assign Profile

If you decide to change the color management settings for your image, use the Color Management sheet in Pixelmator.

To change the color management settings:

Choose **Image > Color Management** or use the **Shift + Command + K** keyboard shortcut.

In a color management sheet, select one of the following options:

- **Universal:** the Generic RGB profile is assigned. It is recommended for print, display and sharing.
- **Web:** sRGB profile is assigned - best for Web images.

- **Advanced:** you can choose and assign any ColorSync RGB profile that is available on your Mac.
- **None:** no color management for the image will be used. Profile is not assigned. This setting is not recommended since images without profiles will look different on other devices.

Click **OK** after you are done.



Please note that you should use these options only if you think that the currently assigned profile is not appropriate for your image since any color profile changes could cause dramatic image color changes.

Convert Pixels to Selected Profile

If you would like to change the color profile and at the same time keep the resulting colors as close to the original as possible, use the Convert pixels to selected profile option. It is useful for preparing web images.

To convert pixels to a selected profile:

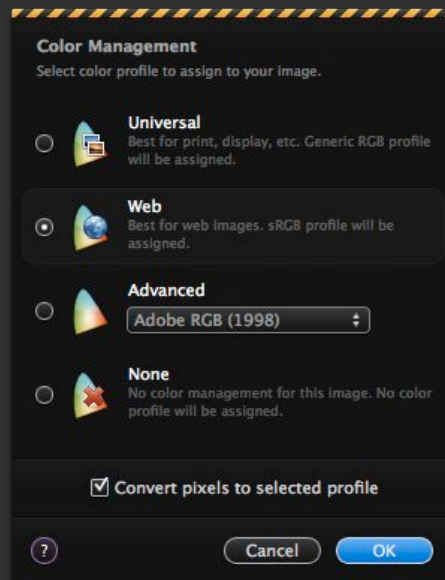
Choose **Image > Color Management** or use the **Shift + Command + K** shortcut.

In a color management sheet select one of the following options:

- **Universal:** the generic RGB profile is assigned. It is recommended for print, display and sharing.
- **Web:** sRGB profile is assigned - best for Web images.
- **Advanced:** you can choose and assign any ColorSync RGB profile that is available on your Mac.
- **None:** no color management for the image will be used. Profile is not assigned. This setting is not recommended since images without a profile will look different on other devices.

Select the **Convert pixels to selected profile** checkbox.

Click **OK** after you are done.



Choosing Colors

You use Mac OS X Colors palette, Scratch palette, Swatches palette or the Eyedropper Tool to choose colors for your painting tools, fill and stroke and for some filters in Pixelmator.

Choose Colors in the Tools Palette

As you may have noticed already, there are two color boxes in the Tools palette. The box that is fully visible contains the foreground color while the box behind the foreground color contains background color.

Eyedropper Tool:

use to select the new foreground color from the active image..

Background Color:

used by some filters.



Foreground Color:

used for painting, filling, stroking etc..

Foreground color is used nearly everywhere in Pixelmator: for painting, filling, stroking and more.

Both the foreground and background color are used by some filters.

You can select the new foreground or background color using the Eyedropper Tool, the Colors palette, or the Swatches and Scratch palettes.

To change the foreground or background color, click the foreground or background color box in the Tools palette you want to change.

Switch Colors: To switch foreground and background colors, in the Tools palette Control + Click or right mouse button click on the color box and choose Switch Colors from the color box contextual menu or simply press X on your keyboard.

Reset Colors: To reset foreground and background colors to black and white, in the Tools palette Control + Click or right mouse button click on the color box and choose Reset Colors from the color box contextual menu or press D on your keyboard.

Choose Colors With the Eyedropper Tool

The Eyedropper Tool samples color from the active image to designate a new foreground or background color.

To choose foreground color with the Eyedropper Tool:

Select the Eyedropper Tool.

To select a new foreground color, click in the image.



Select Background Color: To select a new background color instead of foreground color with the Eyedropper tool, Option click in the image.

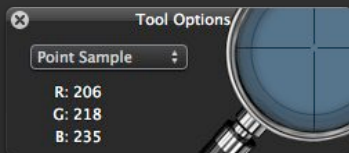
Copy Colors as HEX

You can use the Eyedropper tool to copy color as a hexadecimal or HEX color value, which is useful for those who work with web images. You can simply copy the HEX color value and paste it into your CSS or HTML code for further editing. To copy the HEX color value, Control + Click or right mouse button click in an image with the Eyedropper tool selected and choose **Copy as HEX** from the Eyedropper contextual menu.



Adjust the Sample Size of the Eyedropper

You can also change the sample size of the Eyedropper. To do that, choose Point Sample, 3 by 3 Average, 5 by 5 Average or 11 by 11 Average in the sample size pop-up menu in the Eyedropper Tool Options palette. You can also change sample size in the Eyedropper contextual menu by Control + Clicking or right mouse button clicking anywhere on an active image.



Point Sample reads the precise value of the pixel you click while Average sample read the average value of the specified number of pixels within the area.

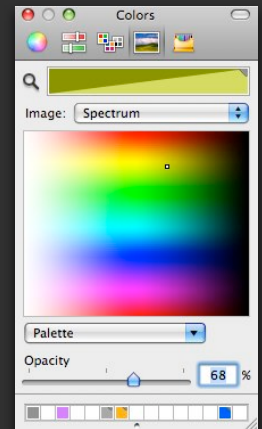
Temporary Switch to Eyedropper Tool: Hold down the Option key to temporarily switch to Eyedropper tool while using Pencil, Brush, Paint Bucket or Gradient tools.

Choose Color With the Apple Colors Palette

Pixelmator takes advantage of the default Mac OS X Color palette to choose colors. You use Apple Colors palette to select the background, foreground or any other item's color.

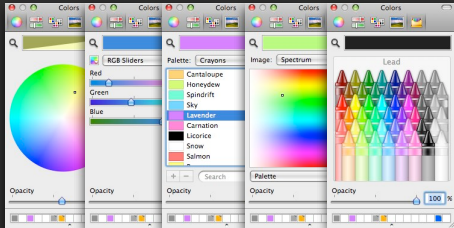
To choose colors with the Colors palette:

1. Open the Colors palette by clicking the color box in the Tools palette, or choose **View > Show Colors**, or click a color box in one of the filter palettes.
2. Click anywhere in the color wheel. The selected color is displayed in the color box at the top of the Colors palette.
3. To make the color lighter or darker, drag the slider on the right side of the Colors palette.
4. To make the color more transparent, drag the Opacity slider to the left or enter a percentage value in the Opacity field.
5. To use the swatches table, open it by dragging the handle at the bottom of the Colors palette. Save a color in the swatches table by dragging a color from the color box to the swatches table. To remove a color from the swatches table, drag a blank square to the color you want to remove.



6. To match the color of another item on the screen, click the search icon to the left of the color box in the Colors palette. Click the item on the screen whose color you want to match. The color appears in the color box. Select the item you want to color in the document window, and then drag the color from the color box to the item.

In addition to color wheel, you can also use color sliders such as RGB, Gray, CMYK and HSB; color palettes such as Web Safe Colors, Crayons, Developer, Apple; image palettes; and Crayons.



Web Color Plug-In

Pixelmator comes with the Web color plug-in for the Apple Colors palette that allows viewing a selected color's hexadecimal color code, which can be copied to the clipboard for later pasting into your HTML or CSS editor.



Web Color plug-in is automatically installed into the Apple Colors palette when Pixelmator is launched.



To use the Web Color plug-in:

1. Select any color using the Eyedropper tool, in the Swatches or Scratch palette, with the Apple Colors palette, or any other way you like.
2. Open the Colors palette, if it is not yet visible, by choosing **View > Show Colors** or by clicking in the color box in the Tools palette.
3. In the Colors palette toolbar, click the Web Colors icon to view the hexadecimal color code for your selected color.
4. Edit the color code if you wish, or click the **Copy to Clipboard** button to copy the color code to the clipboard.
5. Paste your hexadecimal color code anywhere you like whether it is HTML, CSS editor, or simply notes.

Scratch Palette

Use scratch palette to choose a new foreground color from spectrum image.

To select color from the Scratch palette:

1. Choose **View > Show Scratch** or press **Command + 7** on your keyboard to show the Scratch palette.
2. Click anywhere on the Scratch palette to choose a new foreground color.



Swatches Palette

The Swatches palette in Pixelmator stores colors that you use often. You can add or delete colors from the palette.

To show the Swatches palette, do one of the following:

- Choose **View > Show Swatches**.
- Use the **Command + 6** keyboard shortcut.

To select color from the Swatches palette, click on any swatch in the Swatches palette to choose a new foreground color.



To add color to the Swatches palette:

1. Select color with the Eyedropper tool or Apple Colors Palette to choose the foreground color you would like to add to the Swatches palette.
2. Click the plus button in the Swatches palette to add the foreground color to the Swatches palette.

To remove color from the Swatches palette:

1. Move your mouse pointer over the color you want to remove in the Swatches palette.
2. Click the right mouse button or Control - click so Swatches contextual menu will appear and choose Remove Swatch.

Chapter 5: Making Color Adjustments

Pixelmator features a simple and elegant collection of intuitive color correction tools. Using these tools, you can fine-tune hue, saturation, and luminance; adjust exposure, color levels, brightness and contrast; use Auto Enhance to dramatically improve less-than-perfect images with one click; even use Curves, Color Balance, Channel Mixer and much more.

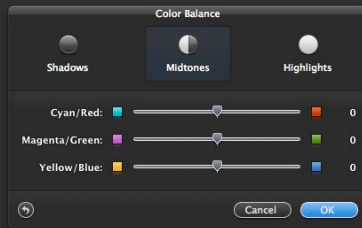
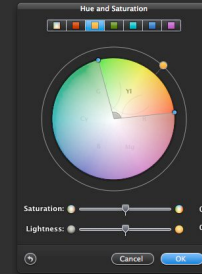
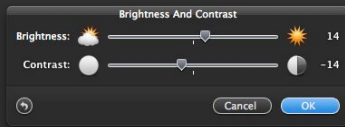
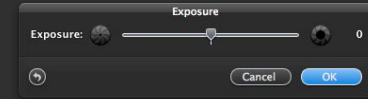
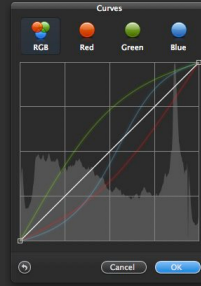
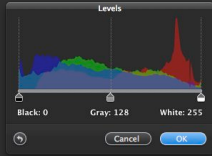
This chapter provides information about applying color adjustments to images, layers or selections in Pixelmator.

This chapter covers:

- Color Adjustment Tools in Pixelmator
- Auto Enhance
- Levels
- Curves
- Color Balance
- Brightness and Contrast
- Hue/Saturation
- Desaturate
- Colorize
- Replace Color
- Channel Mixer
- Exposure
- Invert
- Threshold
- Posterize

Color Adjustment Tools in Pixelmator

Pixelmator features a simple and elegant collection of intuitive color correction tools that help you to improve the appearance of your images, selections or layers. You can make color adjustments using the color adjustment tools in the Image menu.



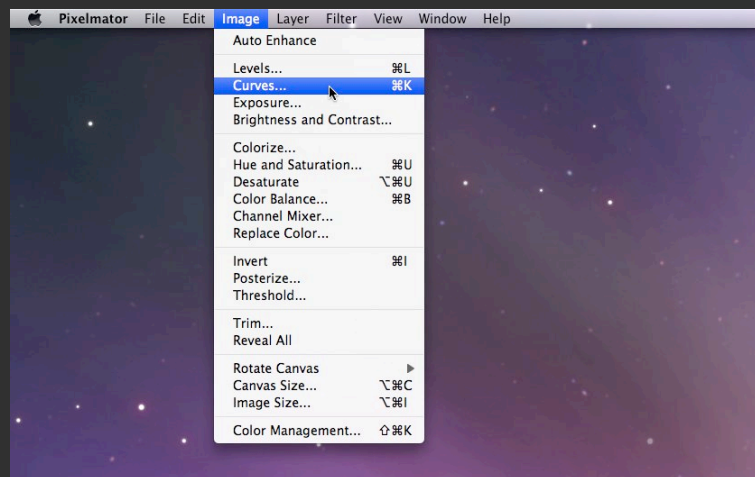
You can make the following adjustments to images, layers or selections in Pixelmator:

Adjustment	Description
Auto Enhance	The Auto Enhance adjustment analyzes the image, layer or selection and applies an adjustment to it based on that analysis.
Levels	Adjust shadows, mid-tones, and highlights in the image, selection or layer.
Curves	Adjust the entire tonal range, make precise adjustments to individual channels.
Color Balance	Change the overall mixture of colors.
Brightness and Contrast	Adjust brightness and contrast.
Hue and Saturation	Change hue, saturation and lightness.
Desaturate	Convert to black and white.
Colorize	Create a monotone effect.
Replace Color	Turn one color into another.
Channel Mixer	Create creative color adjustments.
Exposure	Adjust the exposure.
Invert	Invert the colors.
Threshold	Convert colors to high-contrast, black-and-white colors.
Posterize	Use posterize to remap red, green, and blue color components to the number of brightness values you specify for each color component.

Using the Adjustment Tools

All the color adjustment tools are based in the Image menu in Pixelmator. To add any of the color adjustment tools:

Select a layer, or if you wish to add the adjustment to a portion of your image, make a selection using the selection tools.



Choose any of the adjustment tools from the Image menu.

Each adjustment contains individual parameters, for which you specify a range of values. Use the adjustment controls such as sliders or wheels to change parameter values.

After you are done, click **OK** to accept changes or **Cancel** to reject changes.

Auto Enhance

The Auto Enhance adjustment analyzes the image, layer or selection and applies an adjustment to it based on that analysis.

The Auto Enhance usually brightens the photo or adjusts its contrast levels based on preset criteria.

Auto Enhance is good for quick image improvements.

Use Auto Enhance

To use the Auto Enhance, choose **Image > Auto Enhance**.

Since the Auto Enhance edits your image instantly, no palette will appear, only Action Tooltip if it is turned on in the Pixelmator Preferences window.

Auto Enhance Engine: The Pixelmator's Auto Enhance uses a sophisticated formula to analyze and apply adjustments based on that analysis. The formula includes converting image to Lab color space and adjusting lightness and, if necessary, color channels.

Example

On the right is an example of a picture before Auto Enhance was added and the same picture after Auto Enhance was added:



Before Auto Enhance adjustment



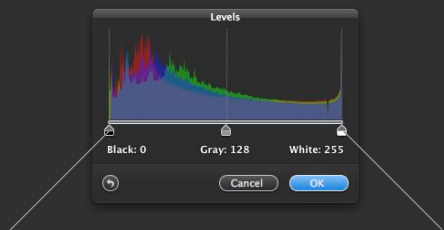
After Auto Enhance adjustment

Levels

Use Levels to set the tonal values of shadows, midtones, and highlights in an image, selection or layer. It is useful for adjusting the brightness of an image and color correction.

To adjust levels in an image:

1. Choose **Image > Levels** or press the **Shift + L** keyboard shortcut so the Levels palette appears.
2. Drag the Black Levels and White Levels sliders to where they touch the outside of the histogram. This will result in more defined blacks and highlight values as well as increase overall contrast.

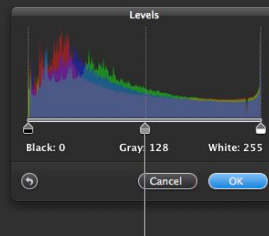


Black Levels Slider: drag to set the shadows.

White Levels Slider: drag to set the highlights.

3. Drag the Midtone Levels slider to adjust the brightness values of the midtone while limiting the brightening effect in the black and white points.

4. Click **OK** or **Cancel** to accept or reject changes.

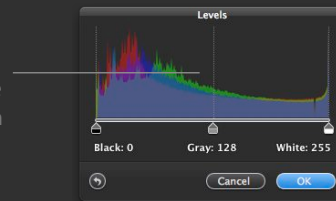


Grey Levels Slider: drag to set the midtones.

Histogram

As you may have noticed already, the Levels tool includes a histogram. A histogram is a graph that displays relative brightness

Histogram: a graph that displays relative brightness in an image..



in an image, from pure black to pure white.

The area under the graph represents all the pixels in the image. From left to right, the histogram describes the range of shadows (dark pixels), midtones (gray pixels), and highlights (bright pixels) in the image. The shape of the histogram depends on the tonality of the scene and the exposure. Histogram is a good way to evaluate exposure although it does not work for all images.

Sometimes a series of peaks on the left, the darker side of the histogram, indicates an underexposed image that consists mainly of dark pixels.

In some cases, a series of peaks in the center of the histogram indicates a balanced exposure since a majority of the pixels are concentrated within the midtones of the histogram.

An overexposed image will usually have a series of peaks on the brighter, right side of the histogram.

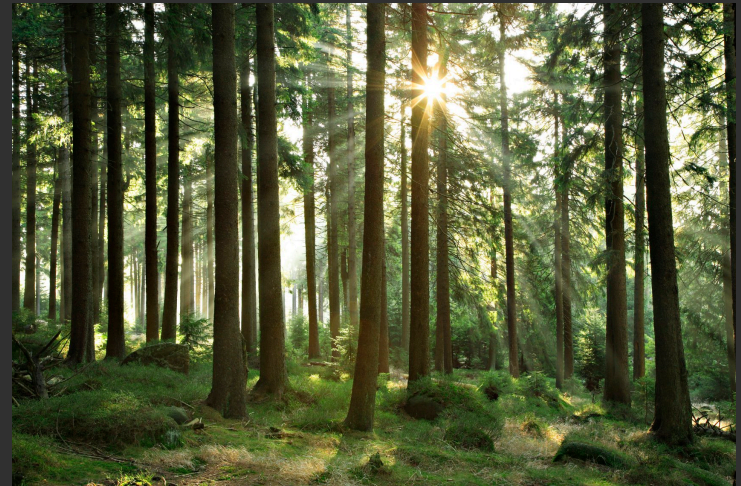
However, for some images, such as images shot at night or images of snow, interpreting the histogram to evaluate exposure is not an option since those naturally have a different histogram that is correct.

Example

Below is an example of Levels in action.



Before Levels adjustment



After Levels adjustment

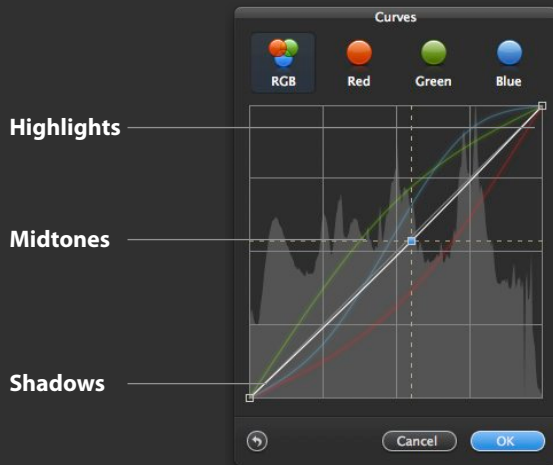
Curves

Use Curves to adjust the entire tonal range of an image. Also use Curves to make precise adjustments to individual color channels in an image.

To use the Curves tool:

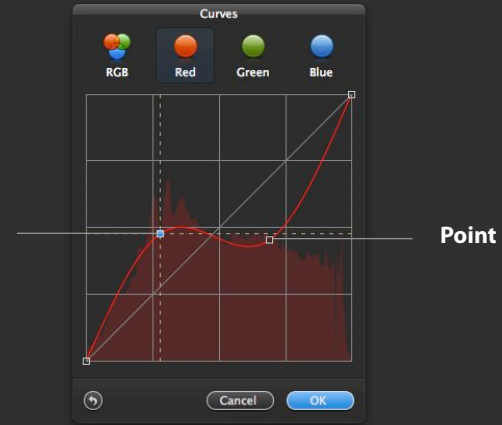
Choose **Image > Curves...** or use the **Shift + K** keyboard shortcut.

3. Adjust a curve by adding and moving points and adjusting the shape of the curve.



The horizontal axis in the Curves dialog box represents the current values of the pixels in an image or a selected part of an image. The

Point:
adjust
curve by
adding
points.



vertical axis represents the tonal values after the curve is applied. The default curve is a straight line with an angle of 45 degrees. For each pixel, the input value is the same as the output value.

Changes in the position of the lower left will affect the dark values in your image. Changes to the center will affect the middle values most, and changes in the upper right will affect the lightest values in your image.

Add a point by clicking directly on the curve. Remove a point by Command + clicking on the curve point. To adjust the shape of the curve, click a point and drag the curve until the tone and color look correct.

To adjust the color balance of the image, select the channel by clicking on its icon at the top of the curves palette. RGB will edit all three channels while R will edit the red channel, G the green and B the blue.

About Histograms: The area under the graph represents all the pixels in the image. From left to right, the histogram describes the range of shadows (dark pixels), midtones (gray pixels), and highlights (bright pixels) in the image. The shape of the histogram depends on the tonality of the scene and the exposure. Using a histogram is a good way to evaluate exposure, but it does not work for all images.

Special Effects: You can use the Curves tool to add interesting color effects to your image.

Example

Below is an example of Curves in action.



Before Curves adjustment



After Curves adjustment

Color Balance

Use the Color Balance tool to change the overall mixture of colors in an image for color correction.

To use Color Balance:

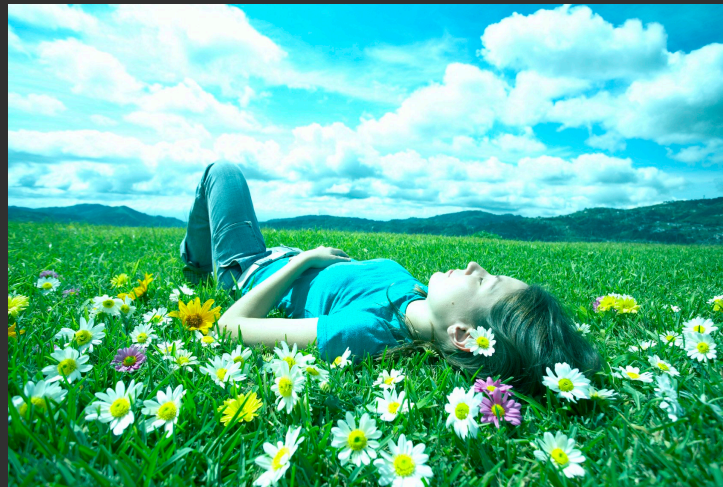
1. Choose **Image > Color Balance...** or press the **Command + B** keyboard shortcut.
2. Select the tonal range that you want to edit whether it is shadows, midtones or highlights.
3. Drag the sliders to adjust the color balance, adding to one color while subtracting from another. The color sliders are Cyan, Red, Magenta and Green, and Yellow and Blue.



Preserved Luminosity: When using Color Balance tool, the luminosity is always preserved to maintain the tonal balance in the image.

Example

On the right is an example of a picture before Color Balance was added and the same picture after Color Balance was added:



Before Color Balance adjustment



After Color Balance adjustment

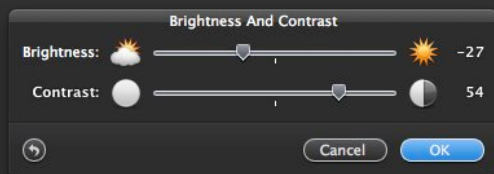
Brightness and Contrast

Use the Brightness and Contrast tool in Pixelmator to adjust brightness and contrast in an image. The Brightness and Contrast tool makes simple adjustments to the tonal range of an image.

To use Brightness and Contrast:

Choose **Image > Brightness and Contrast...**

Drag the sliders to adjust the brightness and contrast.



Before Brightness and Contrast adjustment

Example

On the right is an example of a picture before Brightness and Contrast was added and the same picture after Brightness and Contrast was added:



After Brightness and Contrast adjustment

Hue and Saturation

Use the Hue and Saturation tool to adjust the hue, saturation, and lightness of a specific color in an image or all colors in an image. Hue and Saturation is mainly used for image color correction.

To use the Hue and Saturation tool:

1. Choose **Image > Hue and Saturation....** or press the **Command + U** keyboard shortcut.
2. Choose which color to adjust in the colors tab. The Hue and Saturation tool can either be applied to the whole image or a restricted palette, such as only the red tones. To adjust the whole image, leave the first tab selected. To adjust a particular tone, for instance the reds, select the red tab.



3. For Hue, do one of the following:

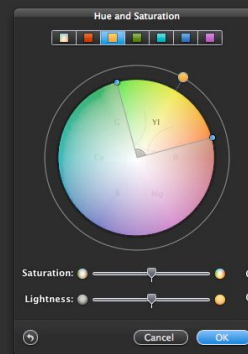
- To shift the colors of the entire image, spin the dots around the color wheel.
- To shift a particular color, select its tab at the top. Further, adjusting the handles tightens or loosens the color tones.

4. To adjust the Saturation, drag the slider to the right to increase the saturation or to the left to decrease it.

5. Drag the Lightness slider to the right to increase lightness or the left to decrease lightness.

Adjust the Range of Colors

To specify what range of colors to adjust with the Hue and Saturation tool, in the Hue and Saturation palette choose a color from the colors tab and spin the range dots around the color wheel. The more saturated area on the color wheel is included in the editable range of colors, while the desaturated area of the color wheel is not included and will not be edited.

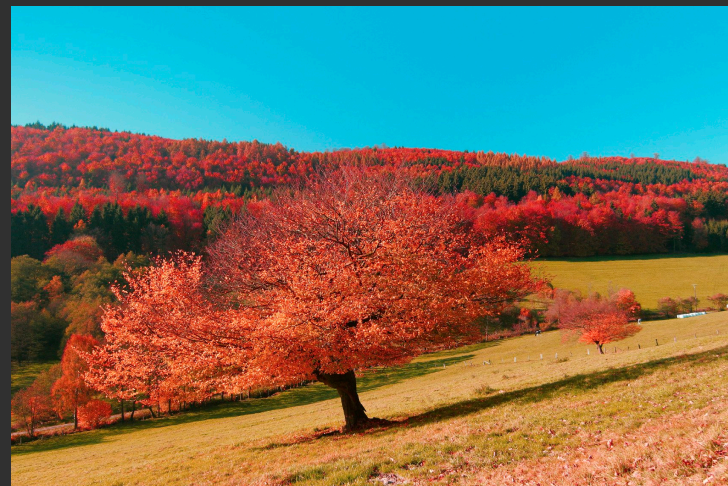


Example

Below is an example of Hue and Saturation in action.



Before Hue and Saturation adjustment



After Hue and Saturation adjustment

Desaturate

Use the Desaturate command to convert your image, selection or layer to a black and white image.

To convert your image to grayscale, do one of the following:

- Choose **Image > Desaturate**.

Note: Desaturate command has exactly the same effect as setting the Saturation in the Hue and Saturation tool to - 100.

- Use the **Option + Command + U**.

Example

Below is an example of Desaturate in action.



Before Desaturate adjustment



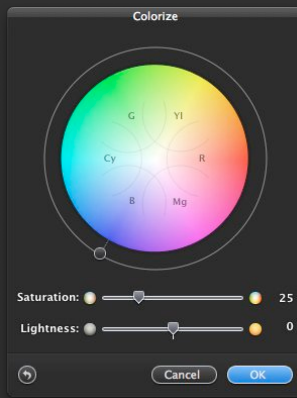
After Desaturate adjustment

Colorize

Use the Colorize adjustment to colorize an image for a monotone effect.

To use Colorize adjustment:

1. Choose **Image > Colorize....**
2. Spin the dot around the color wheel to choose whichever color you want your image to turn into.
3. Drag the saturation slider to adjust the level of saturation.
4. Moving the slider will adjust the lightness of the pixels.



Lightness control is crucial when you need to colorize black or white pixels. Since black and white cannot hold any shades of color, the lightness slider needs to be adjusted to bring in color.

Example

On the right is an example of a picture before Colorize was added and the same picture after Colorize was added:



Before Colorize adjustment



After Colorize adjustment

Replace Color

Use Replace Color adjustment to turn any selected color to another.

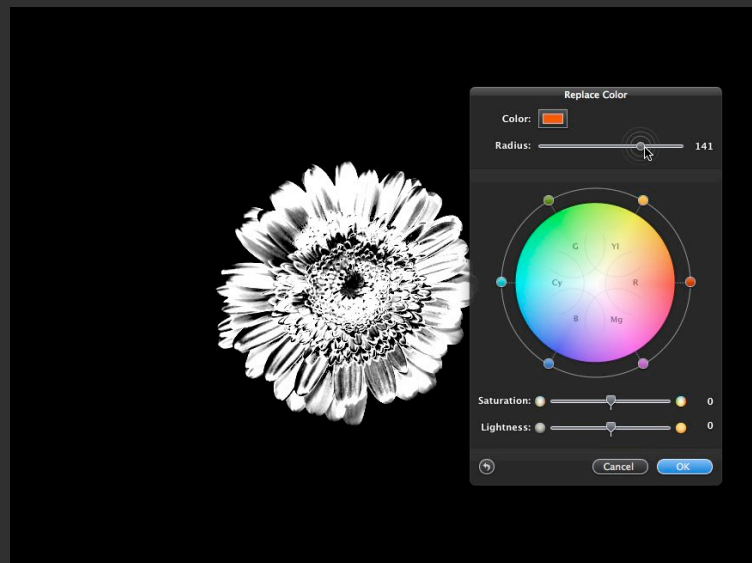
To use Replace Color:

1. Choose **Image > Replace Color...**
2. Select the color you want to replace by doing any of the following:
 - Click the color box in the Replace Color palette. The Mac OS X Color Picker appears and you choose which color you want to replace. By default, the color box will feature the foreground color selected in your Pixelmator toolbox.
 - Move your mouse cursor on an image for an Eyedropper cursor to appear and click any color in an image that you would like to replace.



3. Adjust the radius slider. The radius lets you specify how wide the colors can extend from the base color selected above. A narrow radius will switch only a limited palette, while a high radius will replace more color variants.

A unique feature of the radius control is that while adjusting it will show you a preview of range of colors that are to be affected by Replace Color tool. Portions of an image that appear white in a preview are in the affected range, while the black pixels are not going to be touched by any changes.



4. Spin the dots around the color wheel to get your desired color change.



5. Use the Saturation and Lightness sliders to adjust the saturation and lightness of the pixels.

Example

Below is an example of Replace Color in action.



Before Replace adjustment



After Replace adjustment

Channel Mixer

Use Channel Mixer adjustment to create sepia tone or other tinted images or creative color adjustments by mixing color channels.

To use the Channel Mixer tool:

1. Choose **Image > Channel Mixer...**
2. In the Channel Mixer palette, select the color channel in which to blend one or more existing channels.
3. To decrease the channel's contribution to the output channel, drag a source slider to the left; to increase it drag to the right.



Example

On the right is an example of a picture before Channel Mixer was added and the same picture after Channel Mixer was added:



Before Channel Mixer adjustment



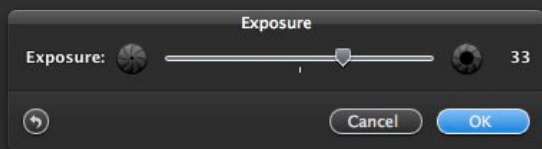
After Channel Mixer adjustment

Exposure

Use Exposure adjustment to adjust the exposure setting for tonal range of an image.

To use the Exposure tool:

1. Choose **Image > Exposure...**
2. Drag the exposure slider to the right to increase exposure or drag it to the left to decrease it.



Before Exposure adjustment

Example

On the right is an example of a picture before Exposure was added and the same picture after Exposure was added:



After Exposure adjustment

Invert

Use Invert to invert colors in an image.

To invert colors:

1. Choose **Image > Invert** or press **Command + I**.

Example

On the right is an example of a picture before Invert was added and the same picture after Invert was added:



Before Invert adjustment



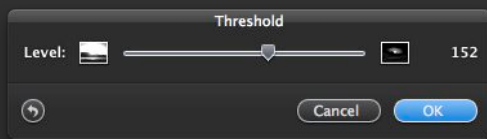
After Invert adjustment

Threshold

Use Threshold adjustment to convert image, selection or layer to high-contrast, black-and-white pixels.

To use the Threshold tool:

1. Choose **Image > Threshold...**
2. Drag the slider to set the threshold level you want, and click OK.



Example

On the right is an example of a picture before Threshold was added and the same picture after Threshold was added:



Before Threshold adjustment



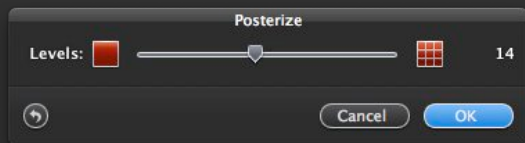
After Threshold adjustment

Posterize

Use Posterize adjustment to remap red, green, and blue color components to the number of brightness values you specify for each color component.

To use the Posterize tool:

1. Choose **Image > Posterize...**
2. Drag the slider to specify the number of tonal levels.

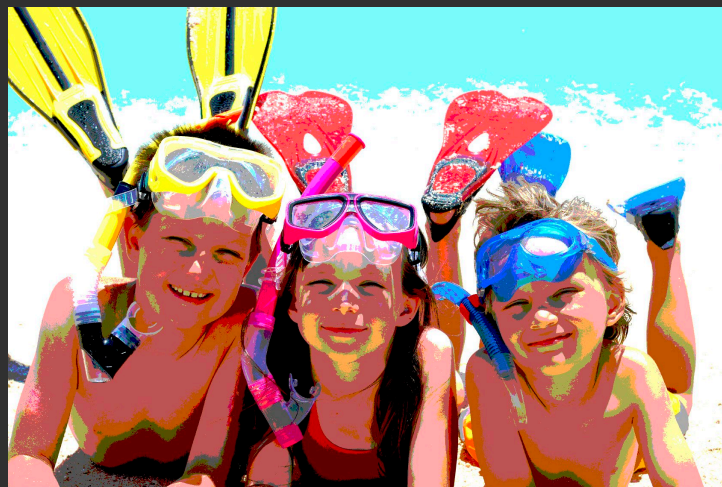


Example

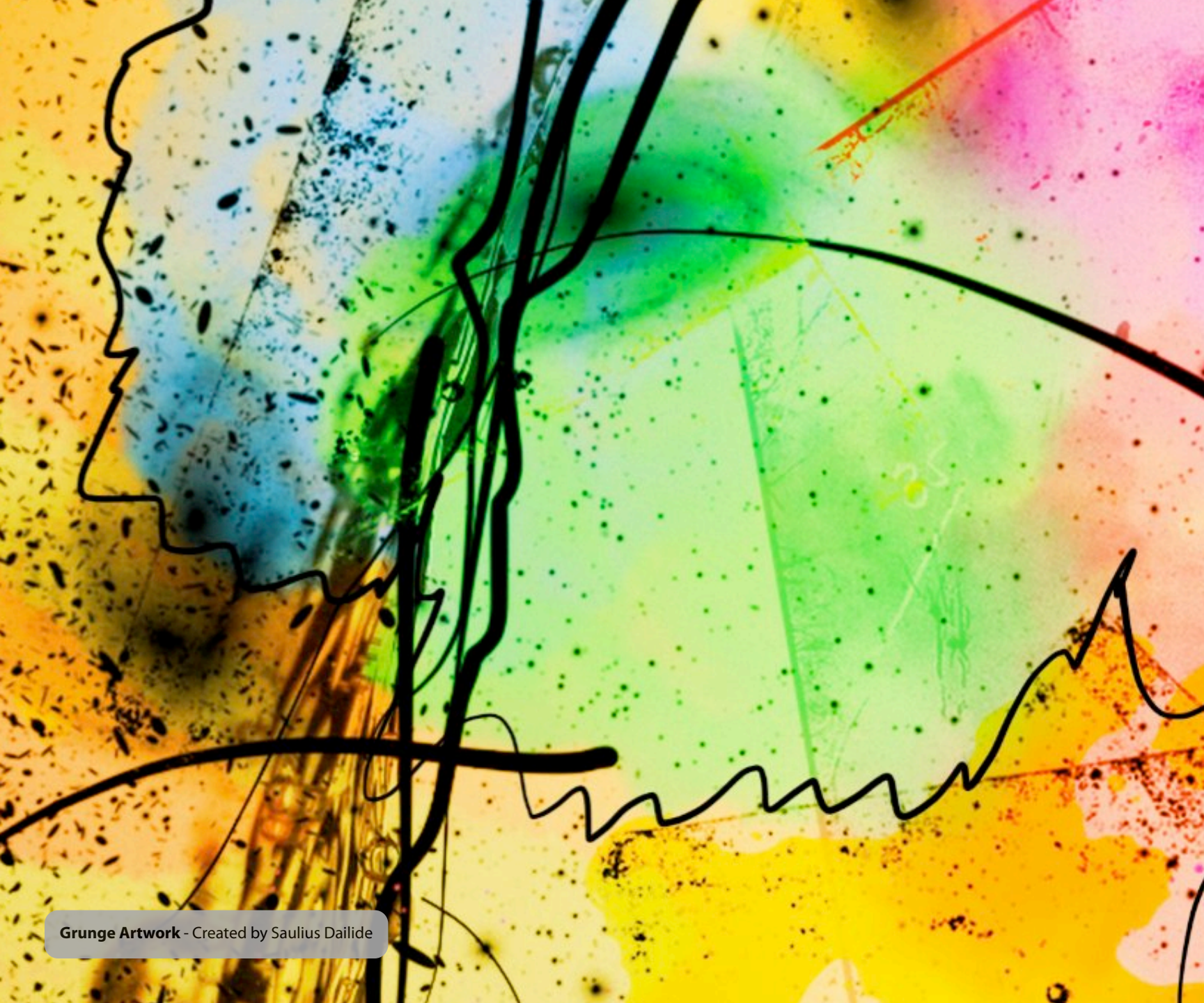
On the right is an example of a picture before Posterize was added and the same picture after Posterize was added:



Before Posterize adjustment



After Posterize adjustment



Grunge Artwork - Created by Saulius Dailide

Part III: Selecting

With Pixelmator's powerful, pixel-accurate collection of selection tools, you can quickly and easily select any part of your images. That means you can edit and apply special effects to portions of your pictures, remove unwanted objects, or even cut out objects from one picture to put on another.

Chapter 6

Making Selections

Chapter 7

Adjusting Selections

Chapter 8

Working With Selected Pixels

Chapter 6: Making Selections

Someone who is editing images must be able to select the right shapes, portions or objects in images. With Pixelmator's powerful, pixel-accurate collection of selection tools you can quickly and easily select any part of your images.

This chapter provides information about selection tools in Pixelmator.

This chapter covers:

- Selecting
- Selection Tools

Selecting

Selecting is a very important part of image editing since you can select any part of your images and edit that part by applying color adjustments, special effects and filters, fill, stroke, transform, move, delete, duplicate or copy and paste the selected part as a new layer to other images.



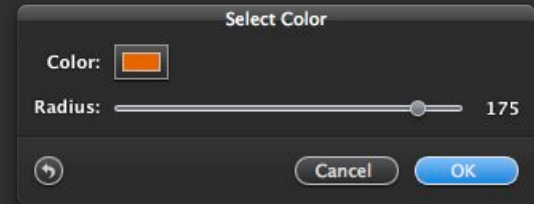
Selection isolates selected parts of your image and after they are edited unselected areas are left untouched.

Selection tools in Pixelmator include:

	Move	Use to move layers and selected pixels.
	Rectangular Marquee	Use to select rectangles.
	Elliptical Marquee	Use to make elliptical selections.

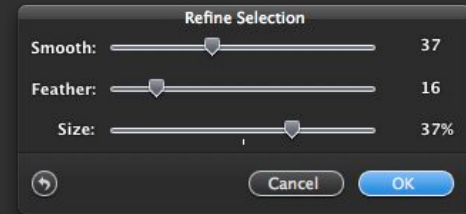
	Lasso	Use to make freehand selections.
	Polygonal Lasso	Use to draw straight-edged selections.
	Magic Wand	Use to select similarly colored areas.

You can also use commands in the Edit menu to select all pixels, to deselect, reselect, invert, cut, copy or to select a range of colors within an entire image or even load selections from layers.



For easier and more precise selecting, a Quick Mask editing mode is available in Pixelmator that allows you to temporarily show your selection as a colored overlay and use any of the painting tools or filters to modify it.

The Refine Selection option helps you to enhance your selections by modifying its smoothness, feathered aspects and size.



Selection Tools

Pixelmator has every tool you need to easily make a precise selection. Selection tools in Pixelmator include Rectangular Marquee, Elliptical Marquee, Lasso, Polygonal Lasso and Magic Wand. In addition, you can use menu bar commands such as Select All, Deselect, Reselect and Select Color.

Select All

To select all pixels on a layer within the canvas boundaries, do one of the following:

- Choose **Edit > Select All** or use the **Command + A** keyboard shortcut.
- If any of the selection tools is selected in the Tools palette right mouse button click or Control click anywhere on an image and choose Select All from the contextual menu.

Deselect

To deselect selections, do one of the following:

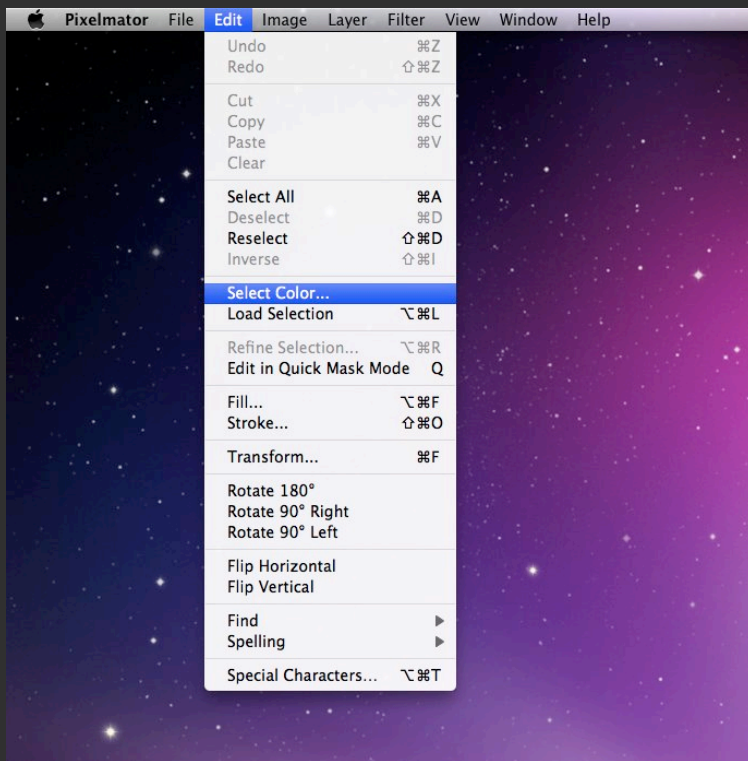
- Choose **Edit > Deselect**.
- Press **Command + D** on your keyboard.
- Click anywhere in the image outside the selected area using any of the selection tools.
- Control - click or right mouse button click anywhere in the image using any of the selection tools and choose Deselect from the selection tools contextual menu.

Reselect

To reselect the most recent selection, do one of the following:

- Choose **Edit > Reselect**.

- Press **Shift + Command + D** on your keyboard.
- If any of the selection tools is selected in the Tools palette, right mouse button click or Control click anywhere on an image and choose Select All from the contextual menu.



Select Color

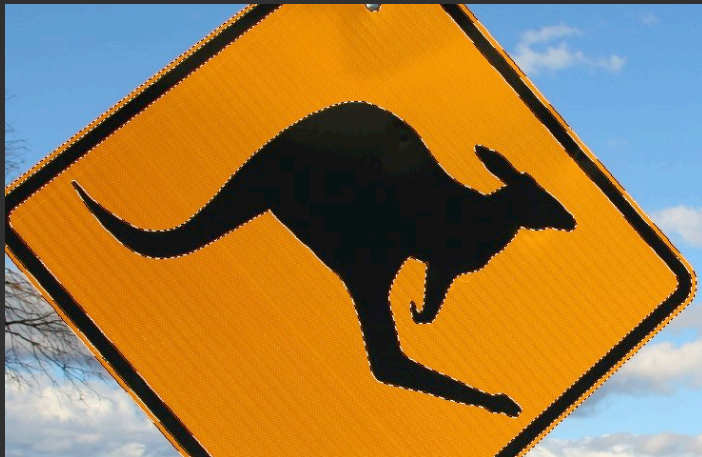
The Select Color tool allows you to select a specified color or a range of colors in an image. To use the Select Color tool:

1. Choose **Edit > Select Color...**
2. Choose the color you would like to select by clicking on the **Color swatch** button and using the Colors palette to choose.



Tip: You can also point your mouse cursor on an image so that an Eyedropper tool will appear. Use the Eyedropper to quickly select color you want by clicking on the image.

3. Select preferred color range with the radius slider. While moving, any pixels that show white are in the selection, while the black pixels will not be added into the selection.



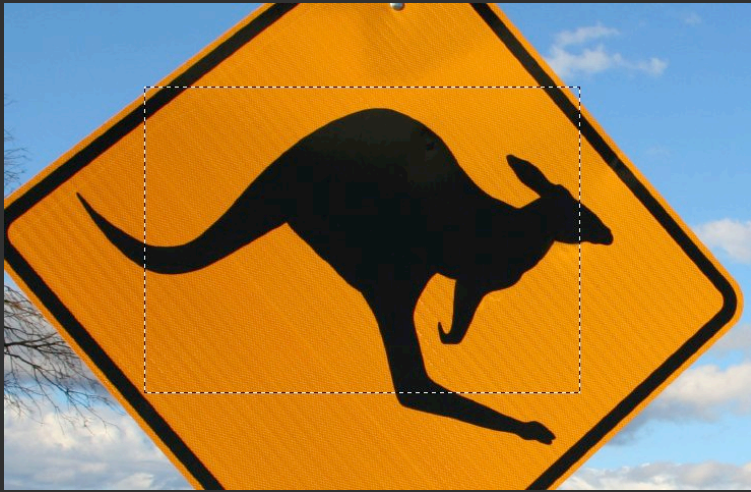
4. Click the **OK** button to accept changes, **Cancel** to reject changes or the **Reset** button to revert to the original selection.

Tip: You may use the Select Color tool to select a specified color not only within an entire image but also within an existing selection. Make a selection using any of the selection tools and then use the Select Color tool to select color range within an existing selection.




Rectangular Marquee and Elliptical Marquee Tools

The Rectangular Marquee Tool lets you select rectangles while the Elliptical Marquee Tool lets you make elliptical selections. Both tools work in a similar way:





1. Select a Marquee Tool in the Tools palette. Press the **M** key for Rectangular Marquee and press the **Y** key for Elliptical Marquee.
2. Choose a selection mode in the Tool Options palette:

	New	Draw a new selection.
	Add To	Add to the border of an existing selection.
	Subtract From	Subtract from the border of an existing selection

3. If selecting with the Elliptical Marquee Tool, check the Anti-alias setting for smoothing the edges of a selection. For jagged but precise edges, uncheck the Anti-alias checkbox.
4. Drag over the area you want to select.

Tip: To select a square using the Rectangular Marquee Tool or to select a circle using the Elliptical Marquee Tool, hold down Shift as you drag.




To draw a selection from its center, hold down the Option key after you begin dragging.

Lasso Tool

Lasso Tool lets you make freehand selections. To use the Lasso tool:

1. Select the Lasso Tool in the Tools palette or press **L** on your keyboard.
2. Choose a selection mode in the Lasso Tool Options palette:



	New	Draw a new selection.
	Add To	Add to the border of an existing selection.
	Subtract From	Subtract from the border of an existing selection

3. Check the Anti-alias setting for smoothing the edges of a selection. For jagged but precise edges, uncheck the Anti-alias checkbox.
4. Drag to draw a freehand selection.



3. Check the Anti-alias setting for smoother edges of a selection. For jagged, but precise edges, uncheck the Anti-alias checkbox.
4. Click in the image to set the starting point.
5. Continue clicking in the image to set endpoints.
6. Once you are done, close the selection by doing one of the following:
 - Position the Polygonal Lasso pointer over the starting point and click on it.
 - Double-click the Polygonal Lasso pointer anywhere on an image.
 - Press the **Return** key on your keyboard.

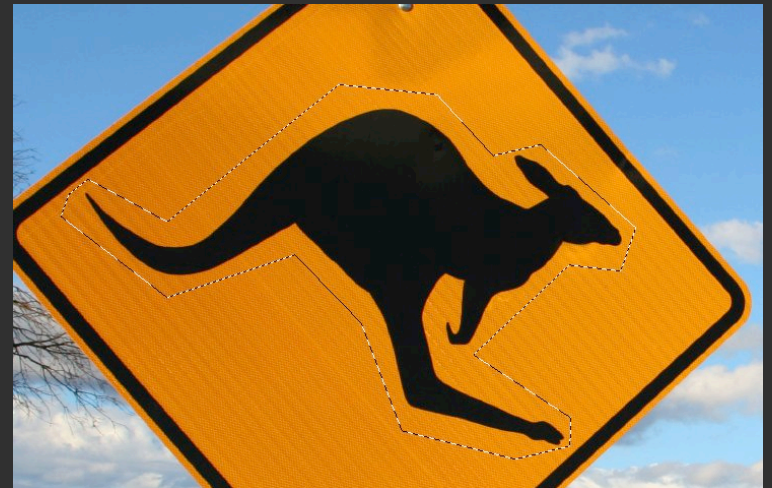
Polygonal Lasso Tool

The Polygonal Lasso Tool lets you make straight-edged selections. To use the Polygonal Lasso Tool:

1. Select the Lasso Tool in the Tools palette (or press **L** on your keyboard) and choose Polygonal tool type in the Tool Options palette (or press the **L** key again).
2. Choose a selection mode in the Lasso Tool Options palette:



	New	Draw a new selection.
	Add To	Add to the border of an existing selection.
	Subtract From	Subtract from the border of an existing selection



To cancel drawing the selection using the Polygonal Lasso Tool, press the **Escape** key on your keyboard.




Tip: To temporarily switch from the Polygonal Lasso Tool to the Lasso Tool, press Option key on your keyboard when making a selection with the Polygonal Lasso Tool.

Magic Wand Tool

Use the Magic Wand Tool to select similarly colored areas. To use the Magic Wand:

1. Select the Magic Wand Tool in the Tools palette or press the W key.
2. Choose a selection mode in the Magic Wand Tool Options palette:



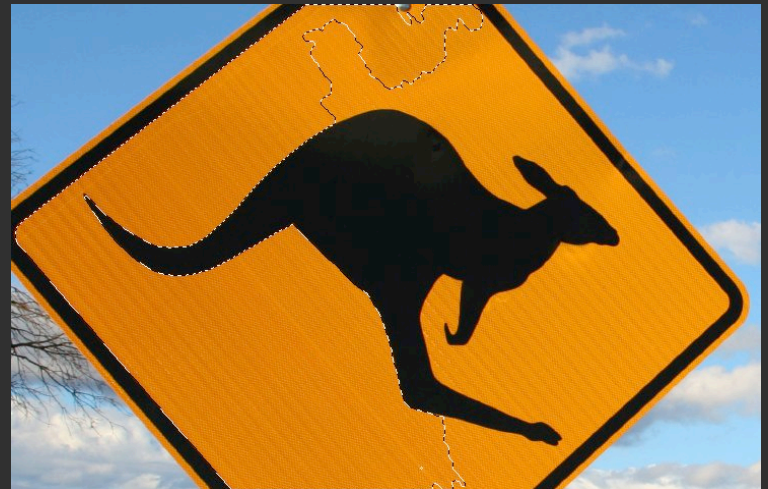
	New	Draw a new selection.
	Add To	Add to the border of an existing selection.
	Subtract From	Subtract from the border of an existing selection

3. Check the Sample All Layers checkbox if you want to make a selection from all visible layers. With Sample All Layers unchecked, it will only make a selection from the currently selected layer.
4. Check the Anti-alias setting for smoothing the edges of a selection. For jagged but precise edges, uncheck the Anti-alias checkbox.
5. Click the color you want to select in an image and slowly drag over it. As you drag, the colored area (selection) grows to include the contiguous area that uses similar colors. You can

control how much of the image is selected by dragging less or more.



6. Release your mouse after you are done, and the colored area will change to selection.



Chapter 7: Adjusting Selections

Pixelmator allows you to easily enhance your selections simply by moving, inverting, transforming, adding to or subtracting from them or using the Refine Selection Tool. In addition, for more precision, selections can be edited in the Quick Mask mode.

This chapter provides information about selection tools in Pixelmator.

This chapter covers:

- Enhancing Selections
- Using Quick Mask Mode

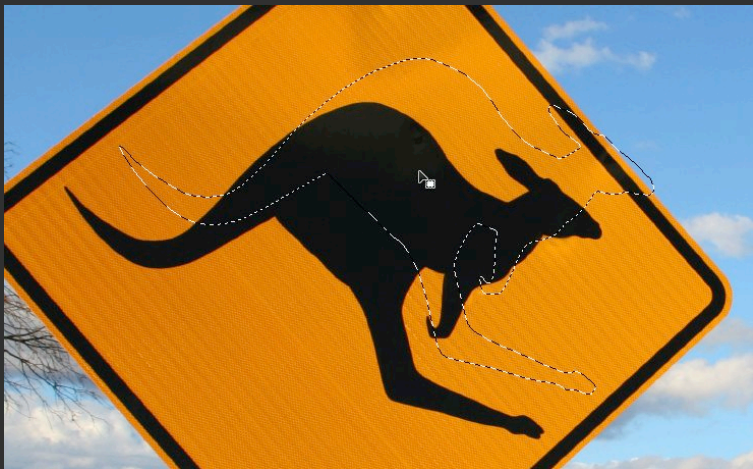
Enhancing Selections

Once you have made a selection, you can improve it by moving, inverting, adding to the selection or subtracting from the selection. You can also use the Refine Selection tool to quickly smooth, feather and change the size of the selection. For more precise selecting, you can use the Quick Mask mode.

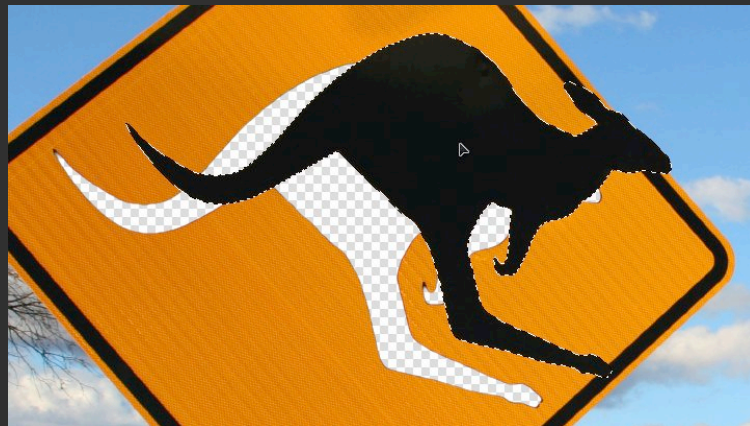
Move a Selection Border

To move a selection border, position the pointer of the selected selection tool inside the selection border and drag to move the border.

Tip: To move the selection by 1 pixel, use the arrow keys on your keyboard. To move the selection by 10 pixels, hold down the Shift key and use the arrow keys.



To move the selected pixels use the Move tool.



Invert Selection

To invert the selection, do one of the following:

- Choose **Edit > Inverse**.
- Control - click or right mouse button click anywhere in the image using any of the selection tools and choose Inverse from the selection tools contextual menu.

Tip: Inverting a selection is very useful when cutting out objects that are placed on a solid color background. Select the background using the Magic Wand Tool or Select Color tool and invert the selection. Then you can copy or cut your object. There is also a Magic Eraser tool that can help you remove solid color background instantly by just clicking and dragging on it.

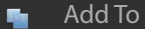
- Press **Shift + Command + I** on your keyboard.



Add to Selection

To add to a selection using any of the selection tools, do one of the following:

- Hold down the Shift key and drag to add to the selection.
- Choose the **Add To** selection mode in the Tool Options palette and then drag to add to the selection.



Add To

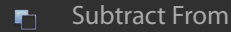
Notice that a plus sign appears next to the mouse cursor so you always know what the current selection mode is.

Subtract from Selection

To subtract from a selection using any of the selection tools, do one of the following:

- Hold down the Option key and drag to subtract another selection.
- Choose the Subtract From selection mode in the Tool Options palette and then drag to intersect with another selection.

Notice that the minus sign appears next to the mouse cursor so you know what the current selection mode is.

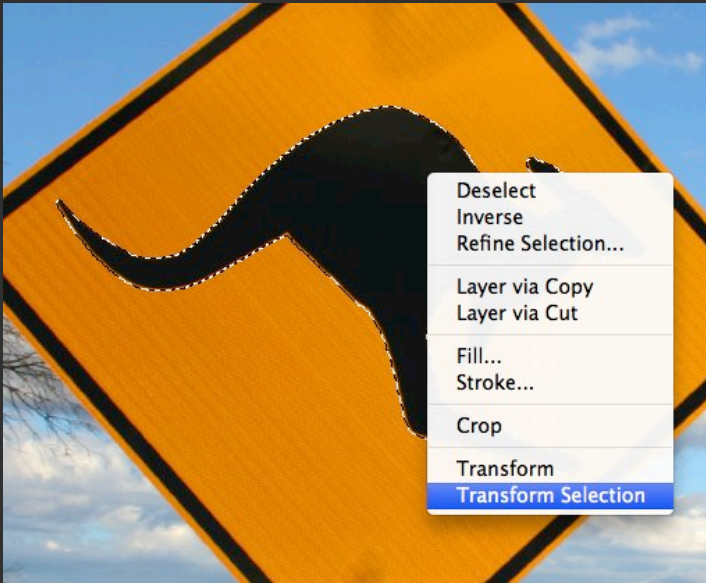


Subtract From

Transform Selection

In addition to moving, inverting, adding to or subtracting from a selection border, you can also apply transformations to your selection. To transform a selection:

1. Make a selection.
2. Control + click or right mouse button click using any of the selection tools anywhere in an image and choose **Transform Selection** from the selection tools contextual menu.



3. Scale and rotate your selection using the Transform controls. For more information about Transforming, see Chapter 19 in this manual.

Refine Selection

Use the Refine Selection tool to make a smoother outline, to soften edges of a selection or even change the size of a selection. To use the Refine Selection:

1. Make a selection using any of the selection tools.
2. Choose **Edit > Refine Selection...** or use the **Option + Command + R** keyboard shortcut.
3. Adjust the Smooth slider to create a smoother outline, adjust the Feather slider to soften the edges of a selection, and if needed, adjust the Size slider to shrink or enlarge your selection edges.



Note: The preview that you see when using the Refine Selection tool is in a Quick Mask mode; red overlay area is not included within your selection while the clearly seen area is in your selection. Quick Mask mode helps you to better see how smooth the edges of your selection are.

Quick Mask Mode

The Quick Mask mode in Pixelmator allows making precise adjustments to selections. In the Quick Mask mode selection is converted to a temporary mask for easier editing. The Quick Mask appears as a red colored overlay and can be edited using any of the tools available in Pixelmator. For example, you can feather your selection by adding Gaussian Blur to selection in the Quick Mask mode.

Using the Quick Mask Mode

To use the Quick Mask mode to edit part of the image:

1. Use any of the selection tools to select the part of your image you would like to edit.
2. Click the **Quick Mask mode** button in the Tools palette, choose **Edit > Edit in Quick Mask Mode**, or press **Q** on your keyboard. A red overlay appears which protects the area outside the selection.

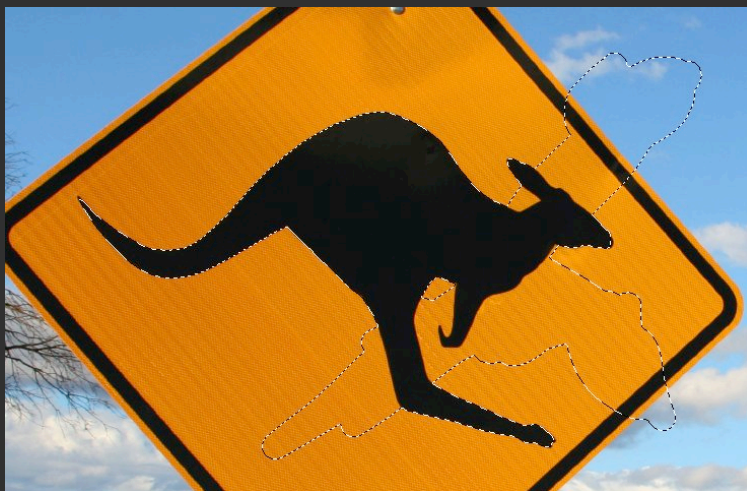


3. Use any of the painting tools, selection tools or filters to modify that colored overlay.

Note: Painting in black in Quick Mask mode will deselect painted areas while painting in white will select more of an image. Painting with other colors in Quick Mask mode will create a semitransparent areas which are useful for feathering the selection.

Semitransparent areas may not be visible once you exit the Quick Mask mode, but they are available.

4. Click the **Normal mode** button in the Tools palette to quit the Quick Mask mode and see your selection. You can now make any further adjustments to your image.



Chapter 8: Working with Selected Pixels

After a selection is ready, you can easily move it's contents, duplicate or copy it to add it to another image and delete it.

This chapter provides information about selection tools in Pixelmator.

This chapter covers:

- Moving, Copying and Deleting Selected Areas

Moving, Copying and Deleting Selected Areas

Once you have made a selection, you can move, copy, delete, extract, add filters or adjust color of the area that is in the selection.

Moving Selected Areas

To move a selected area:

1. Select the Move Tool or press **V** on your keyboard.
2. Move the mouse pointer inside the selection border and drag the selection area to a new position.



Copying and Pasting Selected Areas

Use the Copy and Paste commands to copy selected areas to other Pixelmator documents or even other applications.

To copy a selected area:

1. Select the area you want to copy using any of the selection tools.
2. Choose **Edit > Copy** or use the **Command + C** keyboard shortcut.

Copy a selection while dragging: To copy a selected area while dragging it, hold down the Option key and drag.

To paste copied area as a new layer:

- Choose **Edit > Paste**.
- Use the **Command + V** keyboard shortcut.



Copy between applications: You can use Copy, Cut, or Paste commands to copy selected areas from Pixelmator images and paste them into other applications (i.e. to Apple Keynote, Pages etc.).

Deleting Selected Areas

You can use any of the selection tools to select objects in your images that you want to delete or cut.

To cut the selected area from the image:

- Choose **Edit > Cut**.

To delete the selected area from an image, do one of the following:

- Choose **Edit > Clear**.
- Press the Delete key on your keyboard
- Press the Backspace key on your keyboard





abduzeedo

Part IV: Painting and Retouching

Painting tools in Pixelmator offer you the ability to use different brush sizes, shapes, advanced settings, and blending modes when painting. You can paint with Pixelmator as you would traditionally, play with beautiful gradients, or fill colors with other ones. With its advanced retouching tools, you can easily blur hard edges or sharpen fuzzy areas of your image. Or you can paint with a sample of an image to remove wrinkles from faces or scratches in your photos.

- Chapter 9 **Painting Tools**
- Chapter 10 **Retouching Tools**
- Chapter 11 **Brushes**
- Chapter 12 **Blending Modes**

Chapter 9: Painting Tools

Painting tools in Pixelmator offer you the ability to use different brush sizes, shapes, advanced brush settings, and blending modes when painting. You can paint with Pixelmator as you would traditionally, play with beautiful gradients or fill colors with other ones.

This chapter provides information about selection tools in Pixelmator.

This chapter covers:

- Pencil and Brush Tools
- Eraser Tool
- Paint Bucket Tool
- Gradient Tool
- Fill and Stroke

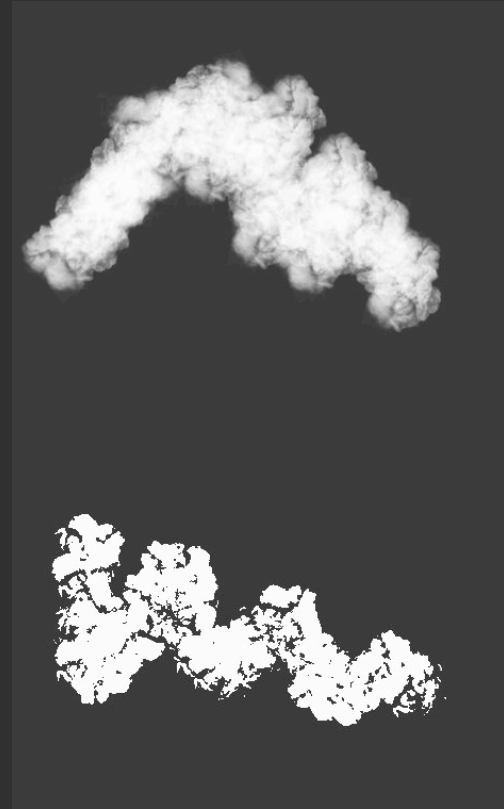
Pencil and Brush Tools

The Pencil and Brush tools work just like traditional drawing tools. The difference between the Pencil and Brush is that the Brush tool creates soft strokes of colors while the Pencil tool creates hard-edged lines.

Paint with the Brush or Pencil Tools

To paint with the Brush tool or Pencil tool:

1. Choose a foreground color. (For more info about choosing colors, see Chapter 4.)
2. Select the Brush tool (**B**) to paint soft strokes or the Pencil tool (**P**) to paint hard-edged ones.
3. Choose Brush presets from the Brushes palette. (For more info about the Brush presets and Brushes palette, see Chapter 11.)
4. Set Blending Mode and Opacity for your tool in the Tool Options palette. (For more information about the blending modes, see Chapter 12.) Using the Opacity setting in the Tool Options palette, you can set the transparency of the color you apply. Opacity of 100% is opaque. To set other percentages of opacity, adjust the opacity slider in the Pencil or Brush Tool Options palette. (For more information about the Blending Modes see Chapter 12.)
5. Drag in an image to paint.



Draw a straight line: To draw a straight line, click a starting point in the image; then Shift click an ending point.

You can also drag in an image with the Shift key pressed to draw a straight line.

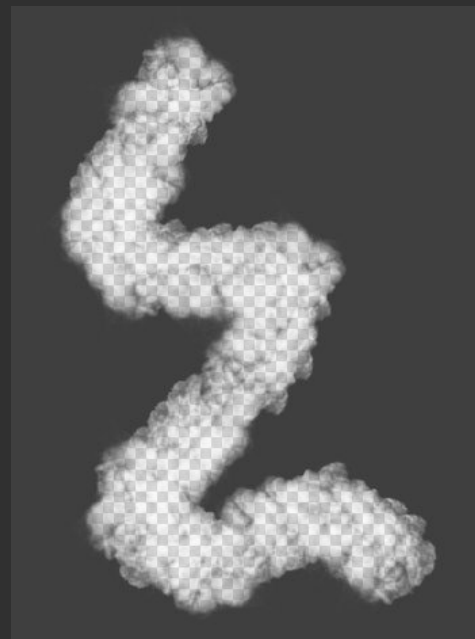
Eraser Tool

The Eraser tool works just like a traditional drawing tool. Use Eraser tool to erase your images to transparency.

Erase with the Eraser Tool

To erase to transparency with the Eraser tool:

1. Select the Eraser tool (**E**).
2. Choose a Brush preset from the Brushes palette. (For more info about the Brush presets and Brushes palette, see Chapter 11.)
3. Set Eraser Opacity in the Tool Options palette by adjusting the Opacity slider. With opacity set at 100%, Eraser tool will erase completely.
4. Choose a mode for the Eraser tool. Brush mode will erase using brush strokes, while Pencil tool mode will erase with hard-edged strokes.
5. Drag an area in the image you want to erase.



Erase a straight line: To erase a straight line, click a starting point in the image, then Shift click an ending point.

You can also drag in an image with the Shift key pressed to erase a straight line.

Eraser's Tool Options palette allows choosing the type of the tool: Eraser or Magic Eraser. Magic Eraser tool is different from the Eraser tool and is explained in later chapters in this manual.

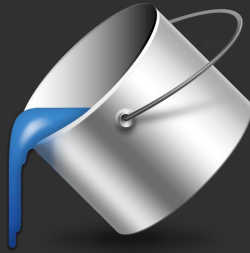
Paint Bucket Tool

Use the Paint Bucket tool to fill an area with color.

Fill with the Paint Bucket Tool

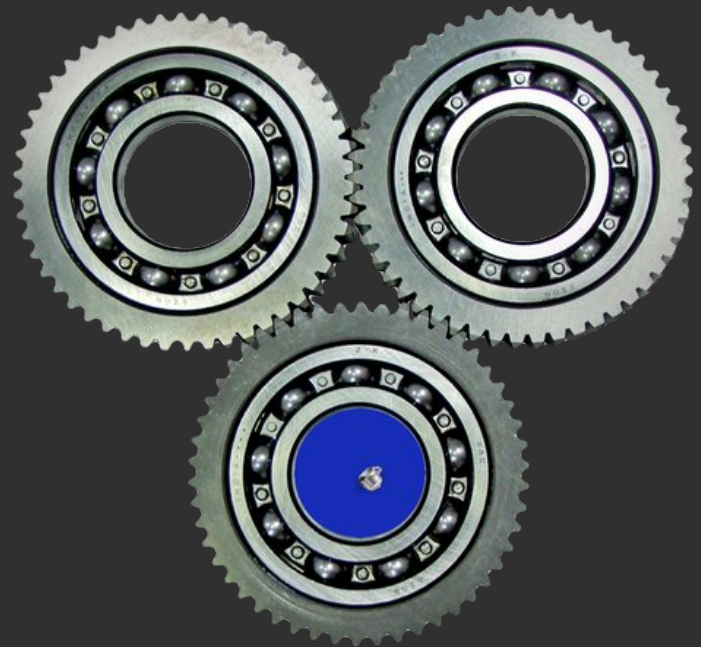
To fill using the Paint Bucket tool:

1. Select the Paint Bucket tool (**M**).
2. Choose a foreground color since Paint Bucket fills using that color.
3. Set Blending Mode and Opacity for the tool in the Tool Options palette. (For more information about the blending modes see Chapter 12.) Set the Opacity in the Tool Options palette by adjusting the Opacity slider. With opacity set at 100%, Eraser tool will erase completely.
4. Check the Anti-alias checkbox in the Tool Options palette so that edges of the fill area are smooth. If the checkbox is unchecked, there will be hard edges around the fill area.
5. Click the color in the image you want to fill and then slowly drag over it. As you drag, the filled area grows to include the contiguous area that has similar colors. You can control how much of the image is filled by dragging less or more.



Temporarily switch to Eyedropper: You may want to temporarily switch to Eyedropper in order to choose color for Paint Bucket quickly. To do that, simply press the Option key on your keyboard when Paint Bucket tool is selected. The Option key will also allow a switch to Eyedropper if Pencil, Brush, or Gradient tools are selected.

You can also use the Fill command to fill layers or selections. The Fill command is described later in this chapter.



Paint Bucket contextual menu: Control - click or right mouse button click anywhere on an image and the Paint Bucket contextual menu will appear. You can use the contextual menu to quickly set the blending mode for Paint Bucket.

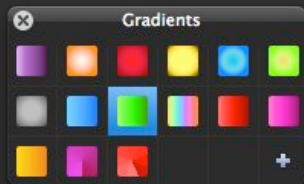
Gradient Tool

Use the Gradient Tool to fill an entire layer or selection with multiple colors that have a gradual blend between them.

Fill with the Gradient Tool

To fill with the Gradient tool:

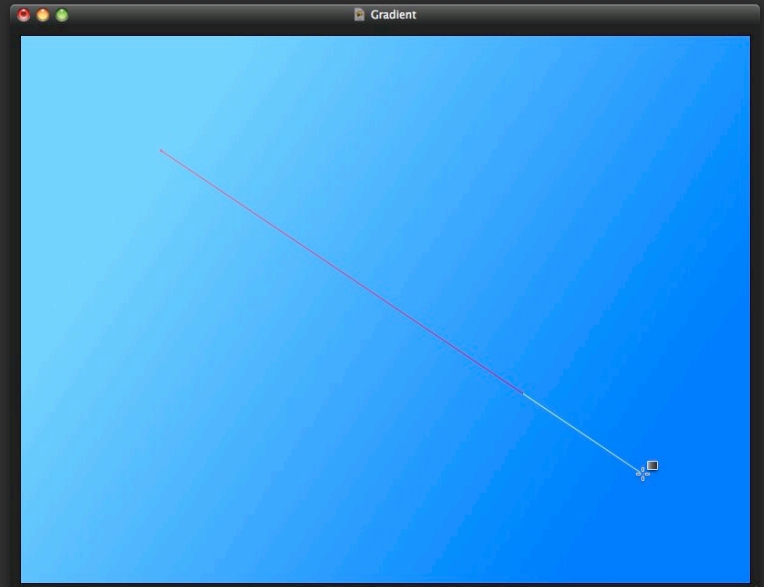
1. Select the Gradient tool (**G**).
2. Pick a gradient preset in the Gradients palette or create your own. (For more information about how to create your own, see Manage Gradient Presets later in this chapter.)



3. Set Blending mode and Opacity in the Gradient Tool Options palette.
4. Position the pointer on an image where you want to set a starting point and click to set the starting point of the gradient.

Tip: The Gradient tool icon in the Tools palette always shows which gradient preset is currently selected in the Gradients Palette.

5. Position the pointer and click on an image again to define the ending point.



Constrain gradient line angle every 45°: Hold down the Shift key as you set the ending point of gradient to constrain its line angle to a multiple 45°.

Manage Gradient Presets

You add, remove and edit gradients and gradient presets using the Gradient Palette in Pixelmator. Gradient palette keeps gradient presets that you use often.

Create New Gradient

To create a new gradient:

1. Show the Gradients palette by choosing **View > Show Gradients**.
2. Click the plus button in the Gradients palette or right mouse button click on a Gradients palette and choose New Gradient. A Gradient Editor sheet appears.

Gradient type: this is where you select the gradient type.

Gradient preview



Color stops: this is where you edit a gradient.

3. Choose the gradient type:

- Linear gradient blends colors between color stops all along a line.
- Radial gradient blends from start to end in a circular pattern.
- Sweep gradient blends colors in a sweep.

The way in which your gradient is displayed in the well will depend on the gradient type selected.

4. Color Stops represent your color settings along a spectrum that you create. A gradient will always have at least 2 colors. You can vary your gradient by adding or removing stops, adjusting their position, and setting the color of each:

- Quickly available with the Right Mouse (or Control-Left Mouse click), contextual menu allows you to insert, reverse, copy and paste color stops.
5. Click any of the color stops to fine tune its color with the Apple Color palette or set the opacity level.

Tip: Quick color selection for the color stop is available with the Right Mouse Button (or Control-Left Mouse click). Press the Option key quick color selection to switch to the Web Safe Color Palette.

6. Click **OK** to save your new gradient.

Edit Gradient

To edit a gradient that is in the Gradients palette, do one of the following:

- Double-click the gradient you would like to edit in the Gradients palette and a gradient editor will appear.
- Move your mouse pointer over the gradient in the Gradients palette you would like to edit and Control - click on it or right mouse button click so the gradient contextual menu will appear. Choose Edit Gradient... from the gradient contextual menu.

Remove Gradient

To remove a gradient from the Gradients palette:

Move your mouse pointer over the gradient you would like to remove and control-click it or right mouse button click and choose Remove Gradient from the gradient contextual menu.

Fill and Stroke

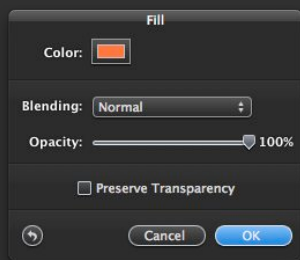
Use the Fill command in Pixelmator to fill the inside of a selection or layer with a color or Stroke command to paint a colored border around a selection or layer.

Fill

To fill a layer or selection with color:



1. Choose **Edit > Fill...** or press **Option + Command + F** on your keyboard.
2. In the Fill palette, choose the color you would like to fill with. By default it will use the foreground color.



Fill Quickly: Press the Shift + Backspace keyboard shortcut to quickly fill the selected layer or selection. The command will use the currently selected foreground color and recently used Fill settings to fill.

3. Specify the blending mode and opacity for the fill.
4. Check the preserve transparency checkbox to fill only those areas containing pixels.
5. Click **OK** to apply the fill.

Paint Bucket: Use the Paint Bucket tool to fill the similarly colored area in your image by clicking and dragging. As you drag, the filled area grows to include the contiguous area that uses similar colors. You can control how much of the image is filled by dragging less or more.

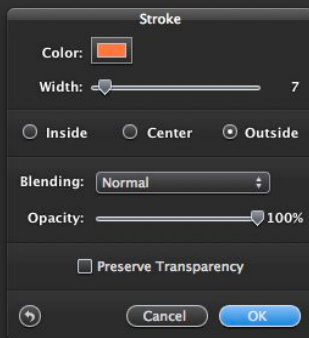
Stroke

To stroke a selection or layer with color:



Choose **Edit > Stroke...** or use the **Shift + Command + O** keyboard shortcut.

6. In the Stroke palette that appears, choose the color you would like to stroke with. It will use the foreground color by default.



7. Specify whether to place the border inside, outside or centered over the selection or layer boundaries.

8. Specify opacity and blending mode.

9. Check the preserve transparency checkbox to stroke only those areas containing pixels.

10. Click **OK** to apply the stroke.

Chapter 10: Retouching Tools

With Pixelmator's advanced retouching tools, you can easily blur hard edges or sharpen fuzzy areas of your image. Or paint with a sample of an image to remove wrinkles from faces or scratches in your photos.

This chapter provides information about selection tools in Pixelmator.

This chapter covers:

- Clone Stamp Tool
- Blur Tool
- Sharpen Tool
- Magic Eraser Tool

Clone Stamp Tool

Use the Clone Stamp tool to paint with a sample of an image. It is useful for duplicating objects or removing defects in images.

To paint with the Clone Stamp tool:

1. Select Clone Stamp tool (**S**) in the Tools palette.
2. Choose Brush preset from the Brushes palette. (For more info about the Brush presets and Brushes palette, see Chapter 11.)
3. Move your mouse pointer over an image area and click to define the clone source. To change the clone source point, press the Option key and click another area you would like to set as the clone source.
4. Set Blending Mode and Opacity for the tool in the Tool Options palette. (For more information about the blending modes, see Chapter 12). Using the Opacity setting in the Tool Options palette, you can set the transparency of the color you apply. Opacity of 100% is opaque. To set an other percentage of opacity, adjust the opacity slider in the Pencil or Brush Tool Options palette.
5. Check the Sample All Layers checkbox in the Tool Options palette to include all layers as a clone source. Otherwise it will paint with the currently selected layer as the only source.
6. Drag in an image to paint.



Blur Tool

Use the Blur tool to blur image areas.

To use the Blur tool:

1. Select Blur tool (**R**) in the Tools palette.
2. Choose Brush preset from the Brushes palette. (For more info about the Brush presets and Brushes palette, see Chapter 11.)
3. Select blur strength in the Tool Options palette.
4. Drag over the part of the image to blur.



Tip: Use the Gaussian Blur filter (Filter > Blur > Gaussian Blur...) to blur the whole layer or selection. There are some more special blur filters such as motion, zoom or box available in Filter > Blur menu.

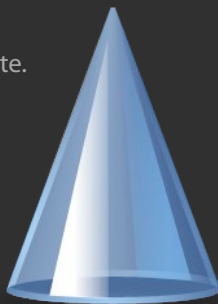


Sharpen Tool

Use the Sharpen tool to sharpen soft image areas.

To use the Sharpen tool:

1. Select Sharpen tool (O) in the Tools palette.
2. Choose Brush preset from the Brushes palette. (For more info about the Brush presets and Brushes palette, see Chapter 11.)
3. Select sharpen strength in the Tool Options palette.
4. Drag over the part of the image to sharpen.



Tip: Use the Sharpen Luminance or Unsharp Mask filters (Filter > Sharpen) to sharpen the layers or selections.



Magic Eraser Tool

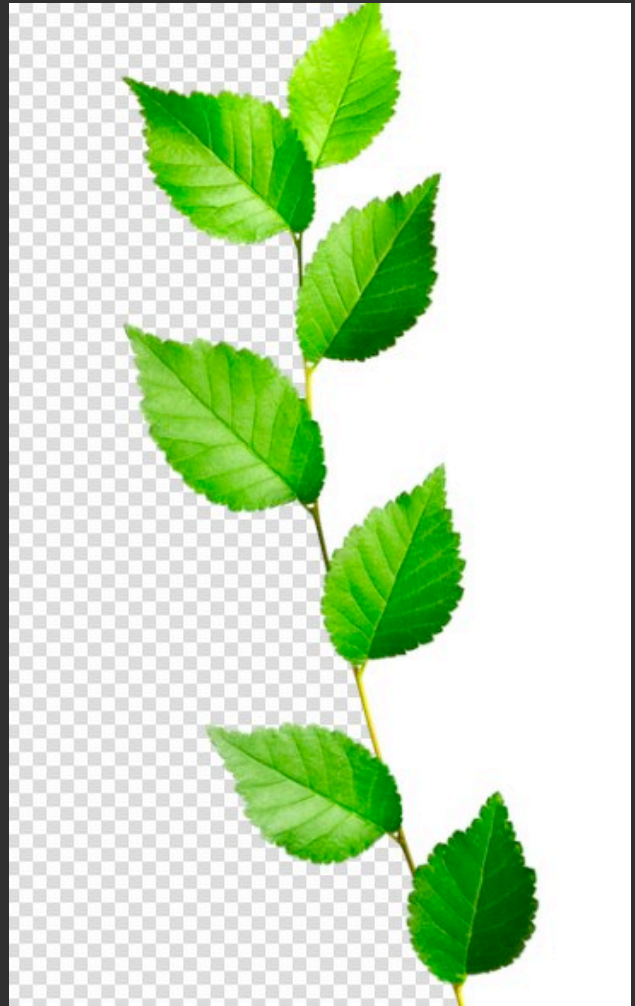
Use the Magic Eraser tool to remove certain colors in an image until it is transparent. It is useful for removing unwanted background or other colors. It is also useful for extracting objects that are photographed on a single color background.

Tip: The same result as using Magic Eraser tool can be achieved by using the Magic Wand tool to select the area and deleting that selected area. However, using the Magic Eraser tool is much faster.

To remove unwanted color in an image:

1. Select the Magic Eraser Tool or press **E** twice on your keyboard. (A single press will bring up the Eraser while pressing again will cause a switch between Eraser and Magic Eraser tools.)
2. Set the Opacity in the Tool Options palette of the Magic Eraser tool.
3. Click the color you want to make transparent and then slowly drag over it. As you drag, the selection grows to include the contiguous area that uses similar colors. You can control how much of the image is deleted to transparency by dragging less or more.

Tip: You'll get the best results removing solid colors with clear boundaries. To remove areas that are less distinct, select a smaller area and repeat the process.



Chapter 11: Brushes

Brushes are the key to painting. Pixelmator features an impressive collection of brushes and gives you the ability to create your own brushes with advanced settings. In addition to sharing your brushes with other Pixelmator users, you can also import Adobe Photoshop brushes.

This chapter provides information about brushes in Pixelmator.

This chapter covers:

- Brush Presets
- Managing Brush Presets
- Sharing Brushes

Brush Presets

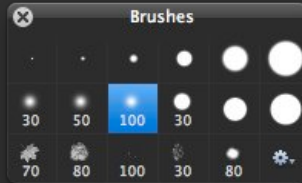
A brush preset is a brush tip with size, shape, hardness and jitter settings. All the painting tools in Pixelmator use the brush presets for painting. You can create new, modify, save and share your brush presets as well as your brushes collections. You manage your brush presets and brushes collections in the Brushes palette in Pixelmator.

Pixelmator comes with seven brushes collections that each includes from 6 to 17 brush presets. Pixelmator brushes collections include: Abstract, Artistic, Default, Grunge, Nature, Smoke and Sparkle collections

Select a Brush Preset

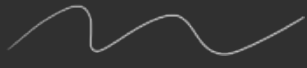

To select a brush preset:













1. Choose **View > Show Brushes** if the Brushes palette is not yet shown.
2. Click on any of the brushes in Brushes palette to select it.

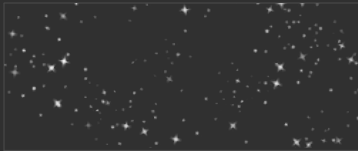
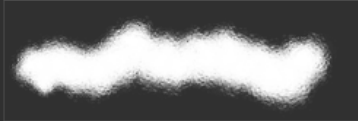


Default Brushes Collection Presets Overview

This is a list and a description of the default brushes collection available in Pixelmator:

	A simple brush - 1 pixels with 65% hardness
	A simple brush - 3 pixels with 65% hardness

	A simple brush - 5 pixels with 65% hardness
	A simple brush - 10 pixels with 65% hardness
	A simple brush - 17 pixels with 65% hardness
	A simple brush - 25 pixels with 75% hardness
	A simple brush - 30 pixels with 0% hardness
	A simple brush - 50 pixels with 0% hardness
	A simple brush - 100 pixels with 0% hardness
	A simple brush - 100 pixels with 60% hardness, 70% spacing, 70% scatter and 70% size jitter
	A simple brush - 15 pixels with 80% hardness with minimum size by speed of 78%
	A simple brush - 20 pixels with 80% hardness with minimum size by speed of 49% and 40% by pressure
	A bitmap (leaf) brush - 70 pixels with 20% spacing, 30% scatter, 40% size jitter, 10% hue jitter and 30% lightness jitter.
	A bitmap (smoke) brush - 80 pixels with 35% spacing, 2% scatter, 50% angle jitter

	A bitmap (stars) brush - 100 pixels with 10% spacing, 40% scatter, 77% size jitter, 100% angle jitter and 62% opacity jitter.
	A bitmap (ripple) brush - 80 pixels with 50% angle jitter.

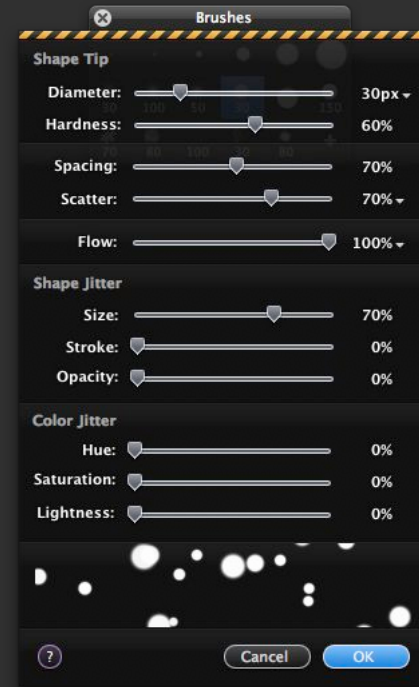
Managing Brush Presets

You can create, edit, duplicate and remove and import brush presets and brushes collections. Brush presets are stored in the Brushes palette while Brushes collections are available under Brushes Action menu. Brush preset settings can be modified in the Brush Editor sheet.

Create New Brush Preset

To create a new brush preset:

1. In the Brushes palette (**View > Show Brushes**), click the **Action button** to make a brushes menu appear.
2. Select **New Brush...** from the Brushes Action menu.
3. Modify brush preset settings (see below for more information about the brush settings) in the brush editor.
4. Click **OK** to save your new brush.



Create New Brush Preset from an Image

To create a new brush preset from an image on your desktop:

1. Drag and drop the picture from your desktop that you want to use as a brush onto the Brushes palette or Brush editor sheet.
2. Double-click the brush that appears in the Brushes palette to modify it.

Or:

1. Select **New Brush from Image...** from the Brushes **Action** menu.
2. Select the image you would like to use as a brush in the Open dialog box and click Open.

3. Double-click the new brush that appears in the Brushes palette to modify it.

Create New Brush Preset from Layer

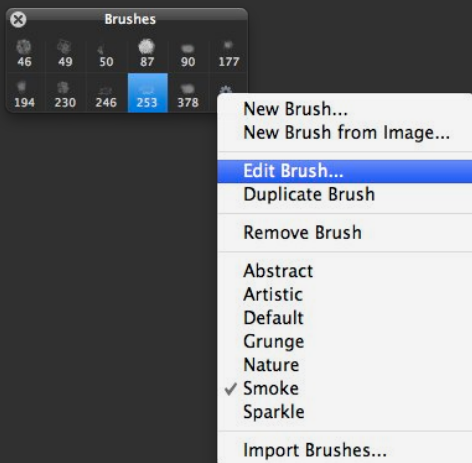
If you have a layer that you would like to use as a brush:

1. Drag and drop the layer from your Layers palette that you want to use as a brush onto the Brushes palette or Brush editor sheet.
2. Double-click the picture that appears in the Brushes palette to modify it.

Edit Brush Preset

To edit a brush preset:

1. Double-click a brush in the Brushes palette to make a brush editor to appear or select **Edit Brush...** from the Brushes palette's Action menu.
2. Adjust the brush settings. For more information about the brush settings, see below.



Duplicate Brush Preset

To duplicate a brush preset:

- Select **Duplicate Brush** from the Brushes Action menu.
- Control-click or right mouse button-click on a brush preset in the Brushes palette to make the brushes contextual menu appear and choose **Duplicate** from the brushes contextual menu.

Remove Brush Preset

To remove a brush preset:

- Select **Remove Brush** from the Brushes Action menu.
- Control-click or right mouse button click on a brush preset in the Brushes palette to make the brushes contextual menu to appear and choose **Remove Brush** from the brushes contextual menu.

Switching Brush Collections

In Pixelmator you can have as many brushes collections as you wish. To switch brush collections select the desired brush collection name from the Brushes **Action** menu.

Manage Brush Collections








Pixelmator brush collections may be added, removed, renamed and duplicated in Finder in Home > Library > Application Support > Pixelmator > Brushes folder.




Brush Preset Settings

Brush preset stores the shape, diameter, hardness, spacing, scatter, flow, follow angle, shape jitter, color jitter, graphics tablet sensitivity and control by mouse speed settings.

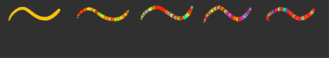


However, since there are two types of brushes in Pixelmator such as simple brush and bitmap brush some settings such as angle jitter and follow direction are not available for simple brush while hardness is for simple brush only.

A list of brush preset settings:

Shape Tip Settings		
Diameter	Size of the brush tip	
Hardness	Amount of the brush anti-aliasing (simple brush only)	
Spacing	Distance between the brush points	
Scatter	Difference in brush points placement in a stroke	
Flow	Rate at which color is applied in a stroke	
Follow Direction	if selected, the brush point angle follows the direction of the brush stroke	
Shape Jitter Settings		
Size (jitter)	Difference of brush points size in a stroke	

Stroke (jitter)	Amount of stroke difference	
Angle (jitter)	Difference of brush points angle in a stroke	
Opacity (jitter)	Difference of brush points opacity in a stroke	

Color Jitter Settings

Hue (jitter)	Difference of brush points hue in a stroke	
Saturation (jitter)	Difference of brush points saturation in a stroke	
Lightness (jitter)	Difference in brush points lightness in a stroke	

Adjust these brush settings to achieve desired results or simply to experiment with painting.

Keyboard Shortcuts for Diameter and Hardness

Use keyboard shortcuts to change the diameter and hardness of brushes as well as navigate through brushes in the Brushes palette when painting.

To change the diameter when painting, press the **[** or **]** keys on your keyboard.

To adjust the hardness when painting, press **Shift + [** or **Shift +]**

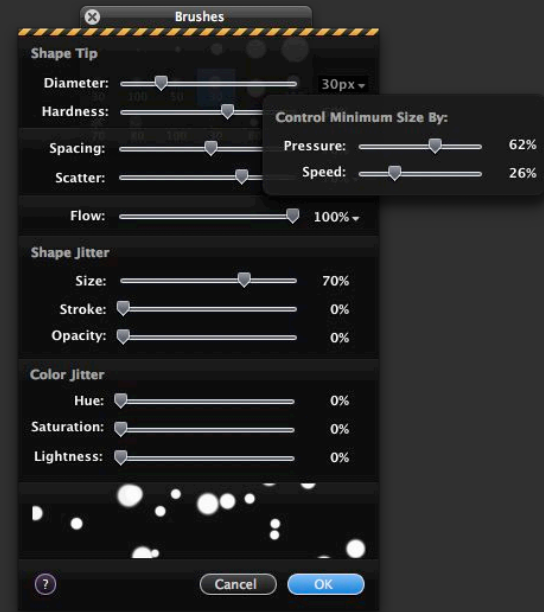
To cycle through brushes in the Brushes palette, press **<** or **>**.

Control using Graphics Tablet and Mouse

In Pixelmator you can control your brush diameter, scatter and flow settings with graphics tablet sensitivity or use mouse or tablet tracking speed.

To control the minimum brush size by graphics tablet sensitivity or tracking speed:

1. Double-click the brush on which you would like to adjust the graphics tablet or tracking speed control to make Brush editor sheet appear.
2. In the Brush editor sheet, click on a **diameter, scatter or flow value number** to make the graphics tablet and tracking speed menu appear.
3. Adjust one or both of the following sliders:
 - Pressure: the graphics tablet pressure varies the brush diameter, scatter or flow.
 - Speed: the tracking speed varies the brush diameter, scatter or flow.



Brush Sharing

Sharing your brushes with other Pixelmator users is as simple as dragging and dropping brushes from the Pixelmator Brushes palette onto your desktop, and vice versa.

In addition to letting you load and save brush presets, Pixelmator also lets you import Adobe Photoshop brushes. Again, it is as simple as dragging and dropping .abr files (Photoshop brush presets) into the Pixelmator Brushes palette or window.



Importing a brush preset is the same whether you are importing Pixelmator-created or Photoshop-created brushes.

Share Brush Collection

To share your brushes collection, go to Home > Library > Application Support > Pixelmator > Brushes folder and share any of the brush collection documents therein with your friends.

Export a Brush Preset

To export a brush preset:

1. Select a brush in the Brushes palette.
2. Click and drag the brush onto your desktop. A brush preset document is created on the desktop.

Import a Brush Preset or Brush Collections

To import a brush preset or brush collection, do one of the following:

- Choose Import Brushes... from the Brushes Action menu.
- Drag and drop a brush preset document onto the Pixelmator document window or Brushes palette.
- Right mouse button-click or Control-click on the Brushes palette to make a contextual menu appear. Choose **Import From File...**, select a brush preset document and click OK.

If a collection you are adding to your brushes palette has a single brush, it will add the brush to the currently selected collection. If the collection has more than a single brush, it will be imported as a collection.

Chapter 12: Opacity and Blending Modes

Painting tools in Pixelmator offer you the ability to paint in different blending modes with any opacity setting.

This chapter provides information about blending modes and opacity in Pixelmator.

This chapter covers:

- Opacity
- About Blending Modes
- Blending Modes Overview

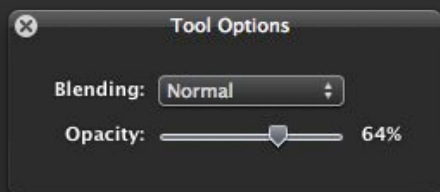
Opacity

When painting with the brush or pencil tools in Pixelmator, you may want to modify the transparency of these tools so that they apply transparent color.

Adjust Opacity

To adjust the transparency of your brush or pencil tool:

1. Select the tools from the Tools palette.
2. Adjust the Opacity slider in the Tool Options palette (**View > Show Tool Options**).



About Blending Modes

The blending mode specifies the way in which the painting tool brush strokes interact with the color of an image on which you are painting.

Blending modes with painting tools can be used to achieve special effects, to make photo improvements or to retouch photos.

By default, the blending mode for painting tools is set to normal, which causes the brush strokes to paint traditionally over the image while other blending modes offer a wide variety of different interactions.

Blending modes for painting tools such as Brush, Pencil, Gradient, Paint Bucket, and Clone Stamp are available in the Tool Options palette in the Blending pop-up.

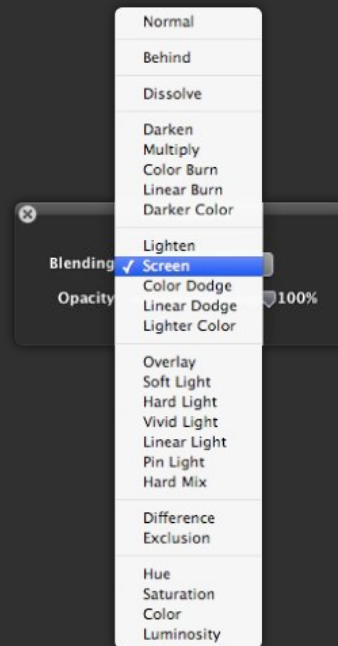
Blending modes in the Blending pop-up menu can be divided into six categories: Basic, Darken, Lighten, Contrast, Comparative and HSL. Basic blending modes replace the base pixels, Darken ones darken interacting pixels, Lighten - lightens, Contrast modes increase or decrease the contrast of interacting pixels, Comparative - inverts color, and HSL modes apply a specific color component.

For more in-depth description of each blending mode, see the Blending Modes Overview section later in this chapter.

Set a Blending Mode




To set a blending mode for any of the painting tools:

1. Select the painting tool (Brush, Pencil, Gradient, Paint Bucket or Clone Stamp).
2. In the Tool Options palette, select any of the blending modes from the Blending pop-up menu.




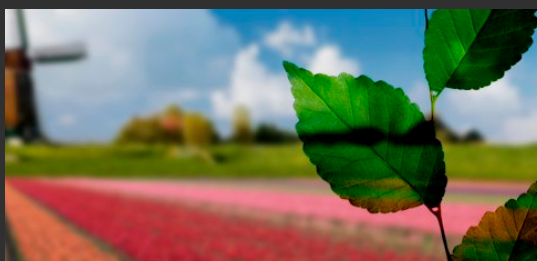





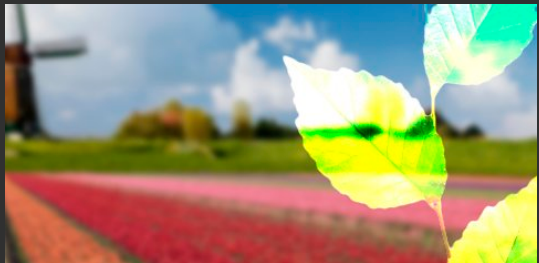
Blending Modes Overview





A list of blending modes that can be used with painting tools or layers in Pixelmator:





Blending Mode	Description	Preview
Basic		
Normal	The default mode paints color over the image.	 A preview image showing a green leaf in the foreground and a field of pink flowers in the background. The leaf is fully opaque and covers the underlying image.
Dissolve	Paints using a pattern of pixels though there is no effect if the top layer is at 100%. In order to see the effect of the Dissolve blending mode, you will need to reduce the opacity in the Tool Options palette. There is no effect if the opacity is at 100% since Dissolve combines brush strokes with the image by using a pattern of pixels.	 A preview image showing a green leaf in the foreground and a field of pink flowers in the background. The leaf is semi-transparent, allowing the underlying image to be visible through it.
Behind	Paints behind an image. Best visible if image or layer you paint on is smaller than canvas size. Good for quickly making shadows.	 A preview image showing a green leaf in the foreground and a field of pink flowers in the background. The leaf is positioned behind the field, appearing as a shadow or a layer that is not visible on top.

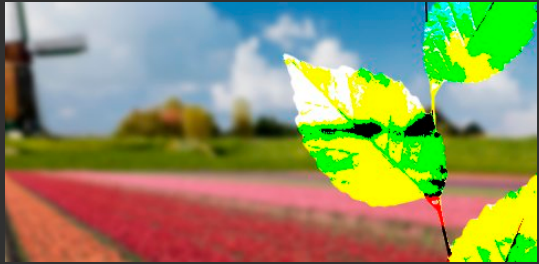


Darken





Darken	Paints by creating a darker result. Lighter pixels are dropped out completely.	 A photograph of a tulip field with a windmill in the background. The image has been processed with the 'Darken' effect, resulting in a significantly darker and more muted appearance compared to the original.
Multiply	Paints by lessening the saturation and toning down the color.	 A photograph of a tulip field with a windmill in the background. The image has been processed with the 'Multiply' effect, resulting in a darker and less saturated appearance compared to the original.
Color Burn	Paints by creating an exaggerated color saturation effect.	 A photograph of a tulip field with a windmill in the background. The image has been processed with the 'Color Burn' effect, resulting in a darker and more saturated appearance compared to the original.
Linear Burn	The result is similar to the Multiply mode, but it creates more intense color saturation.	 A photograph of a tulip field with a windmill in the background. The image has been processed with the 'Linear Burn' effect, resulting in a darker and more saturated appearance compared to the original.

Darker Color	Similar to Darken mode. Paints by choosing the lowest pixel values to create the resulting color.	
Lighten		
Lighten	Paints by creating a brighter result. Pixels darker than the brush color are replaced.	
Screen	Paints by lightening the image and softening the saturation.	
Color Dodge	Paints by creating exaggerated color saturation effect.	

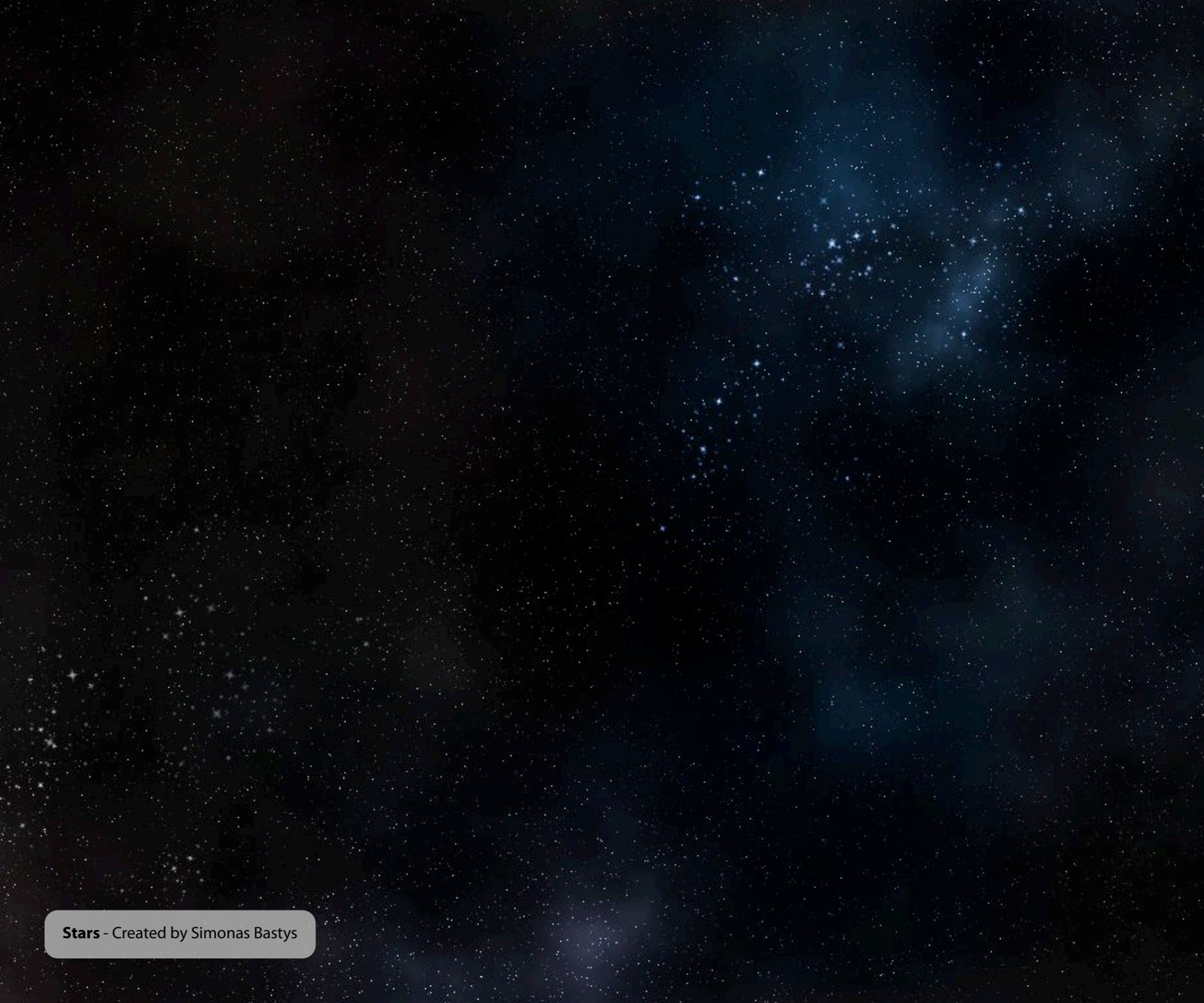
Linear Dodge	Paints by creating more intense color saturation.	 A landscape image of a tulip field with a windmill in the background. The image has been processed with the Linear Dodge layer mode, resulting in significantly increased color saturation. The tulips are a vibrant magenta, the sky is a deep blue, and the leaves in the foreground are a bright, almost neon green.
Lighter Color	Paints by choosing the highest pixel values to create the result.	 The same landscape image as above, but processed with the Lighter Color layer mode. This effect makes the image appear much brighter and more washed out, with the colors being lighter and less saturated than in the original image.
Contrast		
Overlay	Paints by creating a saturated image with strong color.	 The same landscape image as above, but processed with the Overlay layer mode. This effect increases the contrast and saturation of the image, making the colors appear more intense and vibrant, similar to the Linear Dodge effect but with a slightly different texture.
Soft Light	Paints by creating a lighter or darker result, depending on the brush color.	 The same landscape image as above, but processed with the Soft Light layer mode. This effect creates a subtle, soft glow around the image, making it appear lighter and more ethereal, with a slight increase in overall brightness and a softening of the edges.

Hard Light	Paints by lightening or darkening the image, depending on the brightness of the brush color. Contrast is also increased.	 The image shows a landscape with a field of pink tulips in the foreground and a windmill in the background. The leaves in the foreground are bright green. The Hard Light blend mode has been applied, resulting in a high-contrast image where the dark areas are black and the light areas are white, with the original colors appearing in the mid-tones.
Vivid Light	Paints by creating a highly saturated result that is similar to Color Burn mode, but is not as dark.	 The image shows the same landscape as the first row. The Vivid Light blend mode has been applied, resulting in a highly saturated image where the colors are more vibrant and the contrast is increased, but the dark areas are not as black as in the Hard Light mode.
Linear Light	Paints by increasing or decreasing brightness.	 The image shows the same landscape as the first row. The Linear Light blend mode has been applied, resulting in a linear increase or decrease in brightness across the entire image, with the colors appearing more washed out or darker.
Pin Light	Paints by preserving the lighter tones and highlighting the blend value.	 The image shows the same landscape as the first row. The Pin Light blend mode has been applied, resulting in a high-contrast image where the lighter tones are preserved and the darker tones are replaced by the blend value, creating a glowing effect.

Hard Mix	Paints by creating the posterized effect.	 The image shows a landscape with a windmill, a path, and a field of tulips. The Hard Mix effect is applied, resulting in a posterized appearance where colors are reduced to a limited palette of bright, saturated colors. The tulips in the foreground are a vibrant magenta, and the leaves in the foreground are a bright yellow and green.
Comparative		
Difference	Painting creates brightly saturated colors and inverted image.	 The image shows the same landscape as the first row. The Difference effect is applied, resulting in a highly saturated and inverted image. The tulips are a bright magenta, and the leaves are a vibrant purple and blue.
Exclusion	Works almost like the Difference mode, except the contrast is lower.	 The image shows the same landscape as the first row. The Exclusion effect is applied, resulting in a highly saturated and inverted image, similar to the Difference mode, but with lower contrast. The tulips are a bright magenta, and the leaves are a vibrant purple and blue.
HSL		

<p>Hue</p>	<p>Paints with a tinted effect where tinting is darkest in areas of high saturation.</p>	
<p>Saturation</p>	<p>Paints by applying the saturation of brush to the image while retaining the hue and luminance of the image.</p>	
<p>Color</p>	<p>Paints by coloring the image while changing the saturation via neutral colors.</p>	
<p>Luminosity</p>	<p>Paints by applying the brightness of brush colors to the image while retaining the hue and saturation of the image.</p>	

The best way to learn blending modes is to experiment with them.



Part V: Layers

Pixelmator is a layer-based image editor. Layers are the building blocks of your composition. You can create layers from your photos, pictures, from selections, iSight or even from scratch.

Chapter 13 **About Layers**

Chapter 14 **Working with Layers**

Chapter 15 **Type Layers**

Chapter 13: About Layers

Pixelmator is a powerful layers-based image editor.

This chapter provides a basic introduction to layers.

This chapter covers:

- Introduction to Layers

Introduction to Layers

Pixelmator is a layers-based image editor, and if you would like to make the most of its power, it is essential to understand the concept of layers and how they work.

Layers are the the base of non-destructive image editing. They are like sheets stacked one on top of another. Transparent areas on a layer let you see layers below and the final appearance of the picture depends on their order.



In Pixelmator you can create new layers from your photos, other pictures, from selections, or Pixelmator can even add a layer to your composition directly from your Mac's iSight camera.

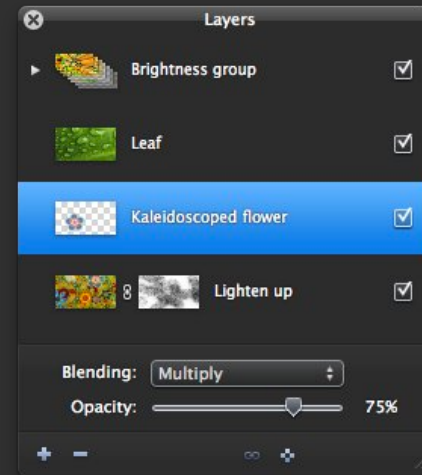
Though using layers is not necessary, it is always recommended. Even when you use the paste command, Pixelmator will automatically create a new layer for you.

You use the Layers palette in Pixelmator to select layers, create new layers, remove layers, show and hide layers, arrange stacks of layers, create clipping masks, link layers, and preserve a layer's transparency.

To show the Layers palette:

- Choose **View > Show Layers**.
- Use **Command + 3** keyboard shortcut.

Compatibility: Adobe Photoshop is also a layer-based image editor - Pixelmator supports the Adobe Photoshop file format (PSD) which includes layers.



Chapter 14: Working with Layers

You can create new, duplicate, rename, load as selections, hide, link and arrange added layers, but Pixelmator also allows you to blend layers, change their opacity, create clipping masks and much more.

This chapter provides information about creating, editing and managing layers.

This chapter covers:

- Creating Layers
- Managing Layers
- Layer Groups
- Setting Layer Opacity and Blending
- Masking Layers

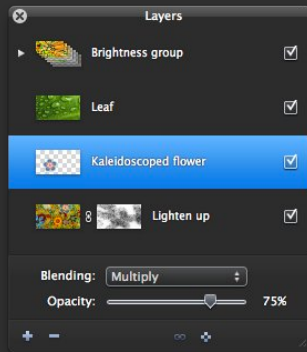
Creating Layers

In addition to creating simple layers in Pixelmator, you can create layers by taking a picture from your built-in iSight camera, by duplicating currently existing layers, or by converting a selection into a new layer.

Create a New Layer

To create a new layer, do one of the following:

- Click the **New Layer** button in the Layers palette.
- Choose **Layer > New Layer...** Type a name for a layer, choose blending mode, set the opacity and click **OK**.
- Choose New Layer from the Layers contextual menu.



Create a New Layer from iSight

You can add layers from iSight to your composition if you have a Mac with a built-in iSight camera.

1. Choose **Layer > New Layer from iSight...**
2. Click the **Record** button, and wait a few seconds while Pixelmator captures the picture.
3. If you like your picture, click **OK**.

Add a New Layer from Photo Browser

You can also add a new layer from the Photo Browser palette by dragging and dropping an image from the Photo Browser palette onto your opened composition.

Add a New Layer from Finder

To add a layer from Finder, drag & drop an image from the Finder onto an opened composition window or layers palette.

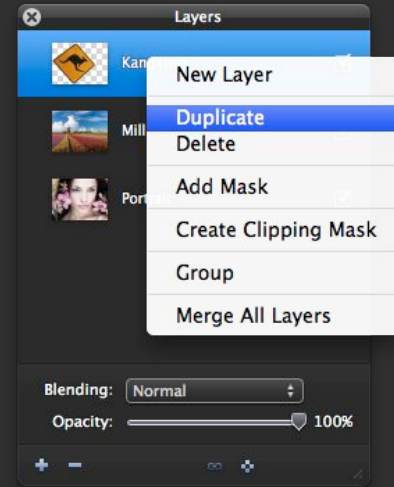
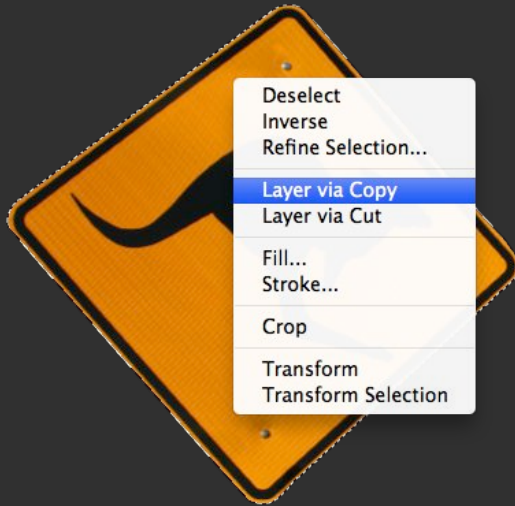
Add a New Layer from Other Pixelmator Image

To add a layer from other Pixelmator image, drag and drop any layer from one composition's layers palette onto another composition's window.

Convert a Selection into a New Layer

To convert a selection into a new layer:

1. Make a selection.
2. From the selection tool contextual menu choose one of the following:
 - **Layer via Copy** (this will copy the selection content as a new layer)
 - **Layer via Cut** (this will cut the selection and paste it as a new layer)



Duplicate Layers

To duplicate layers within an image:

1. Select a layer in the Layers palette.
2. Do one of the following:
 - Drag the layer onto the New Layer button in the Layers palette.
 - Choose **Duplicate Layer** from the Layers menu.
 - Choose **Duplicate** from the Layers palette contextual menu.
 - Press Option when moving the layer using the Move Tool to duplicate it.

Managing Layers

Once layers are created, you can show, hide, select, move, change stack order, lock, unlock, link, unlink, rename, delete, convert into pixels, and merge them.

Show or Hide Layer

To show or hide a layer:

- Click the **show/hide checkbox** in the Layers palette.
- Choose **Layer > Hide/Show Layer...**

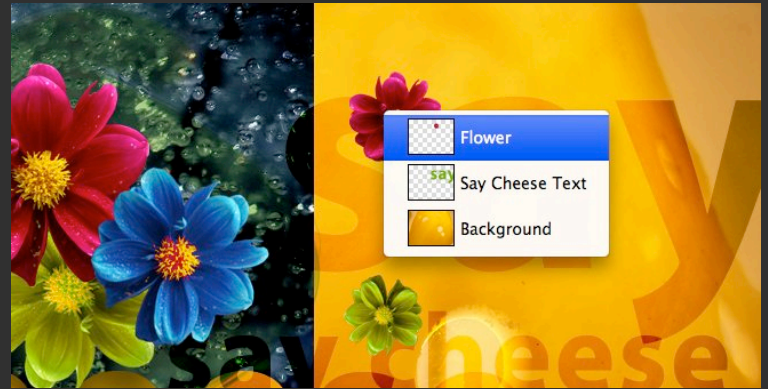
Select Layers

To select a layer in the Layers palette, do one of the following:

- Click a layer in the Layers palette.
- To select multiple contiguous layers, click the first layer and Shift-click the last layer.
- To select multiple noncontiguous layers, Command-click them in the Layers palette.

To select layers in the document window:

1. Select the Move tool.
2. Do one of the following:
 - In the Move tool Tool Options palette, check the Auto Select Layer checkbox and click on the layer in the document window you want to select.
 - Command-click layer in the image to select it.
 - Control-click in the image with the Move tool to make a contextual menu appear. The contextual menu lists all the layers that are below the cursor that you can choose to select.



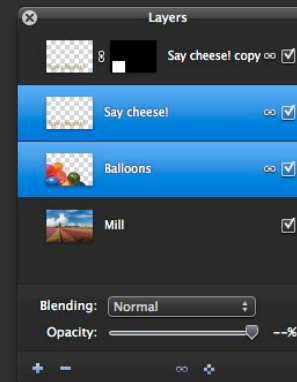
Link and Unlink Layers

Linked layers keep their linking until you unlink them. You can move or apply transformations to linked layers.

To link layers:

1. Select the layers in the Layers palette that you would like to link.
2. Click the **Link** button in the Layers palette.

To unlink layers, select any of the linked layers and click the **Link** button.



Change the Stack Order of Layers

To change the stack order of layers, do one of the following:

- Drag the layer up or down in the Layers palette.
- Select a layer and choose **Layer > Bring to Front, Bring Forward, Send Backward** or **Send to Back**.

Move Layer

To move the content of a layer:

1. In the Layers palette, select the layer that contains objects you would like to move.
2. Use the Move tool to move it.

Tips: Once a layer you would like to move is selected, you can move it using the Move tool, but you can also nudge the layer by pressing arrow keys on your keyboard.

To nudge a layer by 10 pixels, hold down the Shift key and press an arrow key on your keyboard.

Lock Layer Transparency

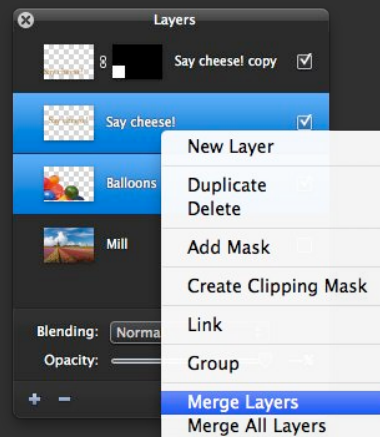
To preserve layer transparency from editing:

1. Select a layer.
2. Do one of the following:
 - Click the **Preserve Transparency** button in the Layers palette.
 - Choose **Layer > Preserve Transparency**.

Rename Layer

To give a layer a name, double-click the layer name in the Layers palette and enter a new name.

It is recommended that you give layers names for easier identification of them in the Layers palette.



Merge Layers

To merge two or more layers:

1. Select the layers you want to merge.
2. Do one of the following
 - Choose **Layer > Merge Layers**.
 - From the Layers contextual menu choose **Merge Layers**.
 - Use the **Command + E** keyboard shortcut.

Merge All Layers

To merge all layers at once, choose **Layer > Merge All Layers**.

Delete Layers

To delete a layer:

1. Select one or more layers in the Layers palette.
2. Do one of the following:
 - Click the delete button in the Layers palette.
 - Drag the layer onto the delete button in Layers palette.
 - Use the Backspace keyboard shortcut to delete a layer. Backspace keyboard shortcut will not delete a layer if a selection is made or you are typing. Instead, it will delete a selection or type.

Tip: Deleting layers you no longer use reduces the size of your image file whether it is a PSD or PXM file.

Layer Groups

If you are working with many layers, you can organize them into groups.

Group Layers

To group layers:

1. Select two or more layers in the Layers palette.
2. Choose **Layer > Group Layers** or right-click and select **Group** from the contextual menu.

Ungroup Layers

To ungroup layers:

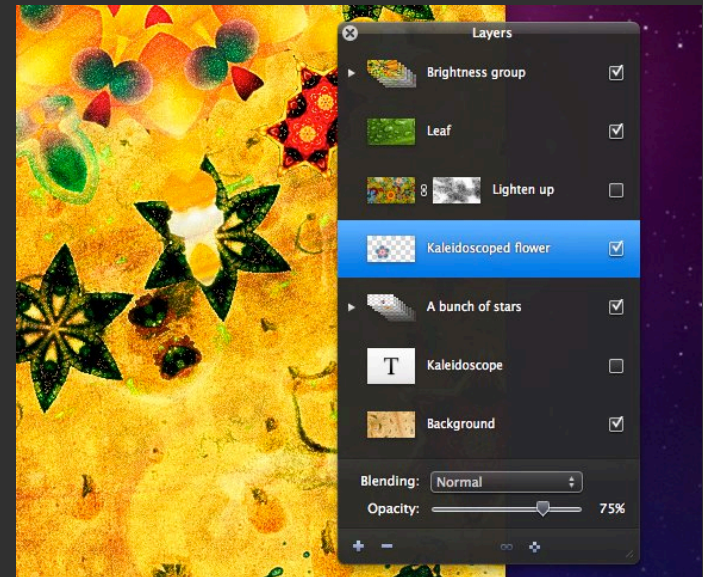
1. Select layers in the Layers palette.
2. Choose **Layer > Ungroup Layers** or right-click and select **Ungroup** from the contextual menu.

Merge Group

To convert a layer group to a single layer:

1. Right-click on the group in the Layers palette.
2. Select **Merge Group** from the contextual menu.

Tip: Default blending of a layer group is Pass Through. It preserves blending settings of individual layers.



Layer Opacity and Blending

A layer's blending determines how it blends with underlying layers in the composition while a layer's opacity determines how transparent a layer is compared to those beneath it. Opacity and blending can be used to create a variety of special effects.

Layer Opacity

To set layer opacity:

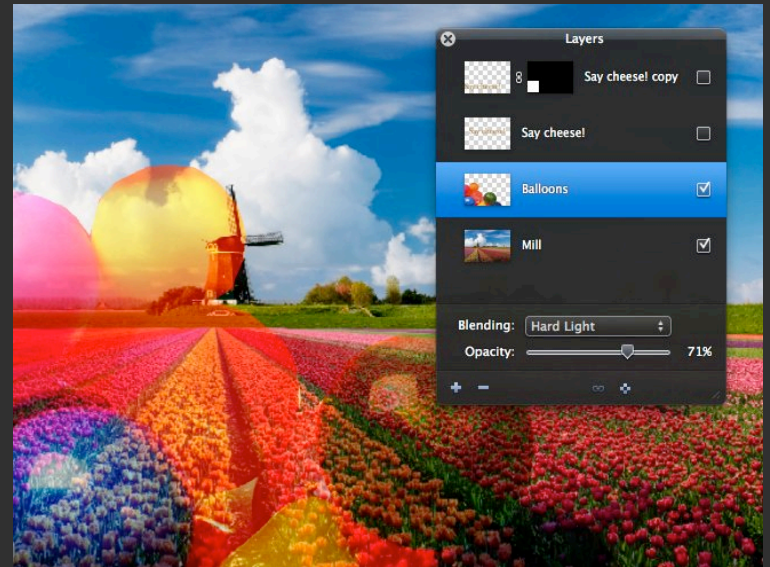
1. Select a layer in the Layers palette.
2. In the Layers palette, drag the Opacity slider.

Layer Blending

To specify a blending mode for a layer:

1. Select a layer in the Layers palette.
2. In the Layers palette, choose any of the blending modes from the Blending pop-up menu.

A description of blending modes is available in Chapter 12 of this manual.



Masking Layers

Masking layers is a non-destructive way to hide parts of layers. In addition to adding masks, you can also delete, show or hide, link or unlink and edit them using any of the painting and color correction tools or even filters.

Add Layer Mask

To add a mask to a layer:

1. Select a layer in the Layers palette.
2. Choose **Layer > Add Layer Mask**.

A white mask thumbnail near layer thumbnail in the Layers palette appears.

Edit Layer Mask

To edit a layer mask:

1. Select a layer mask you want to edit in the Layers palette.
2. Click on the layer mask thumbnail in the Layers palette
3. Use any of the tools to edit the layer mask.

Enable or Disable Layer Mask

To enable or disable a layer mask:

1. Select the layer mask in the Layers palette.
2. Choose **Layer > Disable (or Enable) Layer Mask**.

When layer mask is disabled, its thumbnail will have a disabled mark.

Link or Unlink Layer and Mask

To unlink or link a layer from its mask, click the **Link** button between the layer and its mask in the Layers palette.

Delete Layer Mask

To remove a mask from a layer:

1. Select a layer with the mask you want to remove in the Layers palette.
2. Choose **Layer > Remove Layer Mask**.

Create a Clipping Mask

Use a clipping mask to mask the layers above a currently selected layer's content. To create a clipping mask:

1. Select the first layer above the base layer in the layers palette.
2. Do one of the following.
 - Choose **Layer > Create Clipping Mask**.
 - Hold down the Option key on your keyboard, position the pointer over the first layer that you want to include in the clipping mask (notice the pointer changes to clipping mask pointer), and click.

Remove a Layer from a Clipping Mask

To remove a layer from a clipping mask, do one of the following:

1. Select a layer in the clipping mask.
2. Do one of the following:
 - Choose **Layer > Release Clipping Mask**.
 - Hold down the Option key on your keyboard, position the pointer over the first layer that you want to include in the clipping mask (notice the pointer changes to clipping mask pointer), and click.

Chapter 15: Type Layers

Use the Type tool in Pixelmator to create and edit type layers in your compositions.

This chapter provides information about creating type in Pixelmator.

This chapter covers:

- Creating Type Layers
- Editing Type Layers

Creating Type

You create type layers in Pixelmator using the Type tool. You can create a line of text type or paragraph type.

Create Type Layer

To create a type layer:

1. Select the Type tool in the Tools palette.
2. Do one of the following:
 - Click on an image to set the insertion point for the type.
 - Click and drag in an image to define a bounding box for the type.
3. Enter the characters.

Resize Type Bounding Box

To resize a type bounding box for paragraph type:

1. Select the Type tool in the Tools palette.
2. Click in the text flow in the image.
3. Position the pointer over the bounding box handle and drag.

Editing Type

Once a type layer is created, you can edit, check and correct spelling, format type characters and convert the type layer into pixels.

Edit Text in a Type Layer

To edit text in a type layer:

1. Select the Type Tool in the Tools palette.
2. Position the pointer on the text and click to set the insertion point.
3. Enter text.
4. Make changes by choosing any other tool in the Tools palette or by pressing Escape on your keyboard.

Check Spelling and Grammar

To check spelling and grammar:

1. Select the text you want to check with the Type tool.
2. Choose **Edit > Spelling and Grammar > Show Spelling and Grammar**.

Format Type Characters

You can use a variety of fonts in Pixelmator, and you can change the way they look. To change font type, style, color, and size:

1. Select the Type tool.
2. Position the Type tool cursor in the text, click and drag to select one or more characters.
3. Choose **View > Show Tool Options** (if Tool Options palette is not yet available).

4. The Type tool in the Tool Options palette provides options for formatting characters. Some formatting options are also available in the default Fonts palette. To display the Fonts palette, do one of the following:

- Click the **Show Fonts** button in the Type Tool Options palette.
- Choose **View > Show Fonts**.

Convert Type Layer into Pixels

In order to add special effects, paint on, or use color correction tools for the type layer, you must convert the type into pixels.

This converts the type layer into a normal layer and makes the text in type layer non editable.

To convert the type layer into pixels:

1. Select the Type layer you want to convert into pixels.
2. Do one of the following:
 - Choose **Layer > Convert into Pixels**.
 - Position the Type tool cursor over the text and control-click or right mouse button click to make a contextual menu appear and choose **Convert into Pixels**.
 - Choose **Convert into Pixels** from the Layers palette contextual menu.



Part VI: Filters

Pixelmator is a real filter machine. It has over 130 filters and special effects to meet your needs. Just choose any of nicely designed distortion, blur sharpen, color, stylize, halftone, tile generator, transition and Quartz Composer filters and see the results in real-time.

Chapter 16 **About Filters**

Chapter 17 **An Overview of Filters**

Chapter 18 **Third-party Filters**

Chapter 16: About Filters

Pixelmator is a real filter machine. It has over 130 filters and special effects to meet your needs.

This chapter provides a basic introduction to filters and tells you how to apply them to your images.

This chapter covers:

- Introduction to Filters
- Applying Filters

Introduction to Filters

Filters are used everywhere - from simply retouching or cleaning up photos to distorting, adding special effects, creating lighting effects, experimenting or even creating unique pictures from scratch.

Pixelmator includes over 130 different filters to meet your special effects and other editing needs. Simply launch Pixelmator, open a photo, and choose Filter menu. Groups such as Distortion, Blur, Sharpen, Stylize, Halftone, Tile, Color, Generator, Transition, and Quartz Composer include some pretty neat filters that are a pleasure to use.

Filters are especially useful when you are a more advanced user and know some tips and tricks that take advantage of using a bunch of filters in a row to achieve one effect.

It is also noteworthy that due to its powerful plug-in architecture, Pixelmator fully supports third-party Core Image Units or Quartz Composer compositions as filters. This means you can simply download or create your own Core Image unit or Quartz Composer composition and play with it right away in Pixelmator.

Applying Filters

You use the Filter menu in Pixelmator to choose filters that you would like to apply. Filters can be applied to selections or layers.

Apply Filter

To apply a filter:

1. Select a layer, or if you wish to add the adjustment to a portion of your image, make a selection using the selection tools.
2. Choose any of the filters from the Filter menu.
3. Each Filter palette contains individual parameters and you can specify a range of values. Use the filter controls such as sliders to change parameter values and use the rope to point to the center of the selected filter.
4. After you are done click **OK** to accept changes or **Cancel** to reject changes.

Apply Last-Used Filter

Use the Last Filter command to apply the last-used filter with recently used settings to your image by choosing **Filter > Last Filter** or press **Shift + Command + F** on your keyboard.

Chapter 17: Filter Overview

In Pixelmator you can use any of the nicely designed distortion, blur, sharpen, color, stylize, halftone, tile generator, transition and Quartz Composer filters.

This chapter provides an overview of filters in Pixelmator.

This chapter covers:

- Distortion Filters
- Blur Filters
- Sharpen Filters
- Stylize Filters
- Halftone Filters
- Tile Filters
- Color Filters
- Generator Filters
- Transition Filters
- Quartz Composer Filters



Distortion Filters

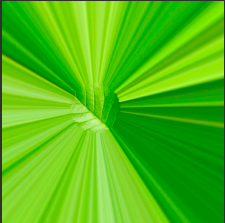
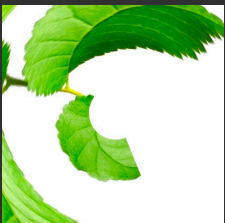
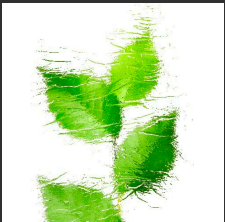

Distortion filters include Bump, Bump Linear, Circle Splash, Circular Wrap, Displacement, Glass, Hole, Pinch, Torus Lens, Twirl and Vortex.

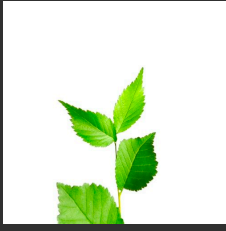
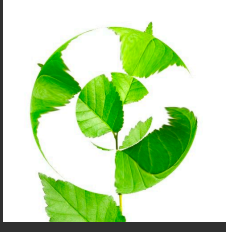
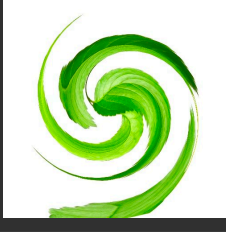

To apply any of the distortion filters:

1. Choose **Filter > Distortion > any of the filters**.
2. Use the filter controls such as sliders to change parameter values and, if available, use the rope to point to the center of the selected filter.
3. After you are done, click **OK** to accept changes or **Cancel** to reject changes.

Distortion Filters Overview

Bump	The Bump filter creates a bump that originates at a specified point in the image layer or selection.	
Bump Linear	The Bump Linear filter creates a bump that originates from a linear portion of the image layer or selection.	

Circle Splash	The Circle Splash distorts the pixels, starting at the circumference of a circle and emanating outward.	
Circular Wrap	Circular Wrap wraps an image around a circle.	
Displacement	Displacement applies the grayscale values of the second image to the first image.	
Glass	Glass distorts an image by applying a glassy texture.	
Hole	The Hole creates a circular area that pushes the image pixels outward, distorting those pixels closest to the circle most.	

Pinch	Pinch creates a rectangular-shaped area that pinches pixels inward, distorting those pixels closest to the rectangle the most.	
Torus Lens	Torus Lens creates a torus-shaped lens and distorts the portion of the image over which the lens is placed.	
Twirl	Twirl rotates pixels around a point to give a twirling effect.	
Vortex	Vortex rotates pixels around a point to simulate a vortex.	

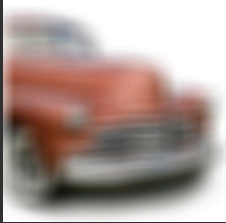
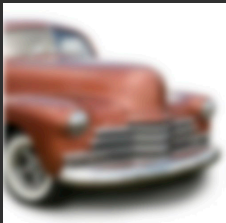
Blur Filters

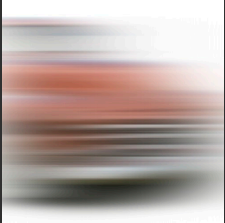

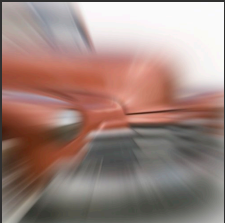

Blur filters include Box Blur, Gaussian Blur, Motion Blur, Noise Reduction, Zoom Blur and Median.

To apply any of the Blur filters:

1. Choose **Filter > Blur > any of the filters.**
2. Use the filter controls such as sliders to change parameter values and, if available, use the rope to point to the center of the selected filter.
3. After you are done, click **OK** to accept changes or **Cancel** to reject changes.

Blur Filters Overview

Box Blur	The Box Blur smooths or sharpens a layer or selected pixels using a box convolution kernel.	
Gaussian Blur	The Gaussian Blur spreads a layer or selected pixels by an amount specified by a Gaussian distribution.	

Motion Blur	Motion Blur blurs an image to simulate the effect of using a camera that moves at a specified angle and distance while capturing the image.	
Noise Reduction	Noise Reduction reduces noise using a threshold value to define what is considered to be noise.	
Zoom Blur	Zoom Blur simulates the effect of zooming the camera while capturing the image.	
Median	Median computes the median value for a group of neighboring pixels and replaces each pixel value with the median. The effect is to reduce noise.	

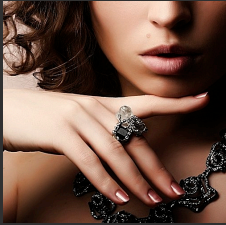
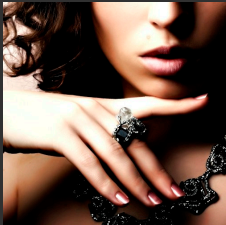
Sharpen Filters

Sharpen filters include Sharpen Luminance and Unsharp Mask.

To apply any of the sharpen filters:

1. Choose **Filter > Sharpen > any of the filters**.
2. Use the filter controls such as sliders to change parameter values and, if available, use the rope to point to the center of the selected filter.
3. After you are done, click **OK** to accept changes or **Cancel** to reject changes.

Sharpen Filters Overview

Sharpen Luminance	This filter increases the image detail by sharpening.	
Unsharp Mask	This filter increases the contrast of the edges between pixels of different colors in an image.	


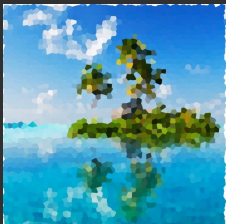
Stylize Filters


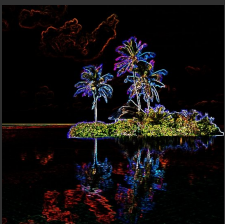


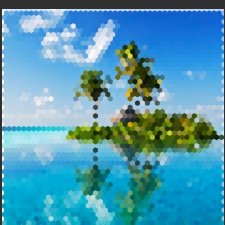
Stylize filters include Bloom, Crystallize, Edge Work, Edges, Gloom, Height Field from Mask, Hexagonal Pixellate, Line Overlay, Pixellate, Pointillize, Spot Color, Spot Light, Shaded Material, Equalize and Comic Effect.


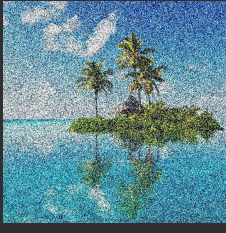
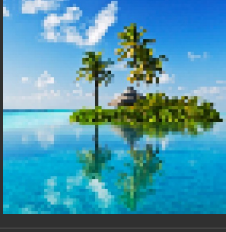
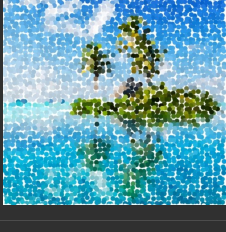
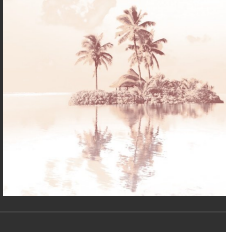
To apply any of the Stylize filters:

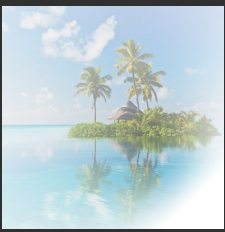


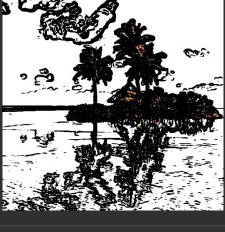
1. Choose **Filter > Stylize > any of the filters.**
2. Use the filter controls such as sliders to change parameter values and, if available, use the rope to point to the center of the selected filter.
3. After you are done, click **OK** to accept changes or **Cancel** to reject changes.

Stylize Filters Overview

Bloom	This filter softens edges and applies a pleasant glow to an image.	
Crystallize	This filter creates polygon-shaped color blocks by aggregating source pixel-color values.	

Edge Work	Edge Work produces a stylized black-and-white rendition of an image that looks similar to a woodblock cutout.	
Edges	This filter finds all edges in an image and displays them in color.	
Gloom	Gloom dulls the highlights of an image.	
Height Field from Mask	This filter produces a continuous three-dimensional, loft-shaped height field from a grayscale mask.	
Hexagonal Pixellate	Displays an image as colored hexagons whose color is an average of the pixels they replace.	

Line Overlay	Creates a sketch that outlines the edges of an image in black.	
Noise	Applies random pixels to an image. Monochromatic option applies the filter to only the tonal elements in the image without changing the colors.	
Pixellate	This filter makes an image blocky.	
Pointillize	Pointillize renders the source image in a pointillistic style.	
Spot Color	Replace color or more color ranges with spot colors.	

Spot Light	Applies a directional spotlight effect to an image.	
Shaded Material	This filter produces a shaded image from the height field mask.	
Equalize	Use Equalize to remap pixel values in the image so that the brightest value represents white, the darkest value represents black, and the intermediate values are evenly distributed throughout the grayscale.	
Comic Effect	Simulates a comic book drawing by outlining edges and applying a color halftone effect.	

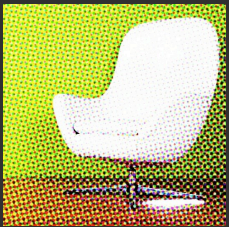
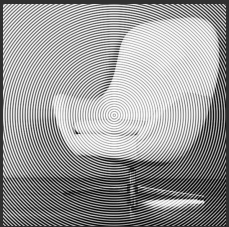
Halftone Filters


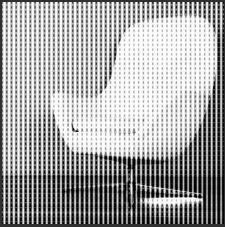
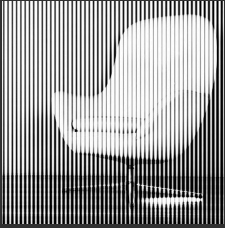
Halftone filters include CMYK Halftone, Circular Screen, Dot Screen, Hatched Screen and Line Screen.

To apply any of the halftone filters:

1. Choose **Filter > Halftone > any of the filters**.
2. Use the filter controls such as sliders to change parameter values and, if available, use the rope to point to the center of the selected filter.
3. After you are done, click **OK** to accept changes or **Cancel** to reject changes.

Halftone Filters Overview

CMYK Halftone	This filter creates a color halftone rendition of the source image, using cyan, magenta, yellow, and black inks over a white page.	
Circular Screen	This filter simulates a circular-shaped halftone screen.	

Dot Screen	This filter simulates the dot patterns of a halftone screen.	
Hatched Screen	Hatched Screen simulates the hatched pattern of a halftone screen.	
Line Screen	This filter simulates the line pattern of a halftone screen.	

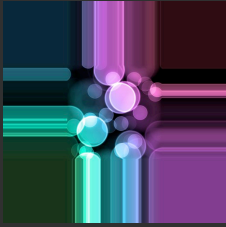
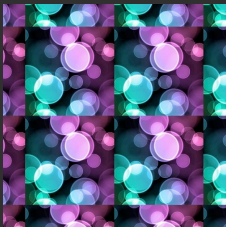
Tile Filters

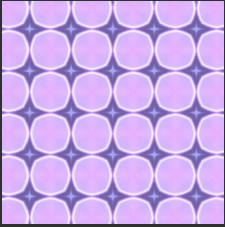
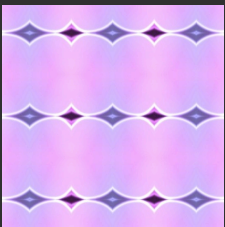
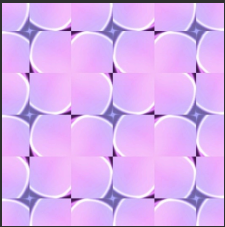
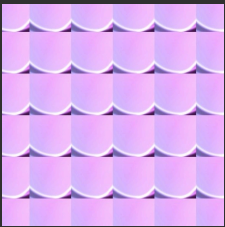
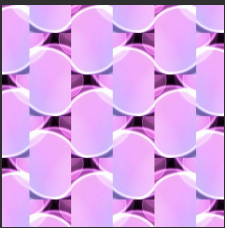
Tile filters include Affine Clamp, Affine, Eightfold Reflected, Fourfold Reflected, Fourfold Rotated, Fourfold Translated, Glide Reflected, Kaleidoscope, Op, Parallelogram, Perspective, Sixfold Reflected, Sixfold Rotated, Triangle and Twelfefold Reflected.


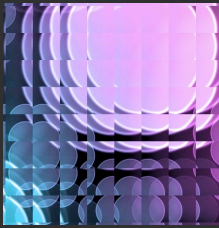
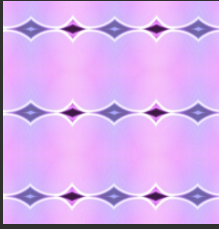

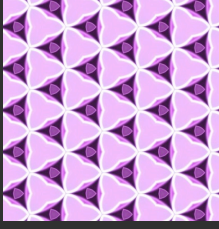
To apply any of the tile filters:

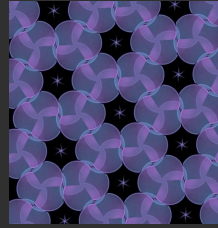
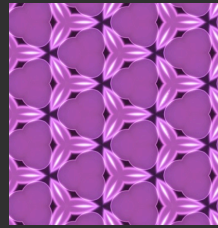
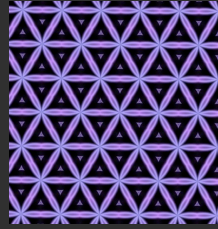
1. Choose **Filter > Tile > any of the filters**.
2. Use the filter controls such as sliders to change parameter values and, if available, use the rope to point to the center of the selected filter.
3. After you are done, click **OK** to accept changes or **Cancel** to reject changes.

Tile Filters Overview

Affine Clamp	This filter performs an affine transform on a source image and then clamps the pixels at the edge of the transformed image, extending them outwards.	
Affine	This filter applies an affine transform to an image and then tiles the transformed image.	

Eightfold Reflected	This filter produces a tiled image from a source image by applying an 8-way reflected symmetry.	
Fourfold Reflected	This filter produces a tiled image from a source image by applying a 4-way reflected symmetry.	
Fourfold Rotated	This filter produces a tiled image from a source image by rotating the source image at increments of 90 degrees.	
Fourfold Translated	This filter produces a tiled image from a source image by applying 4 translation operations.	
Glide Reflected	This filter produces a tiled image from a source image by translating and smearing the image.	

Kaleidoscope	This filter produces a kaleidoscopic image from a source image by applying 12-way symmetry.	
Op	This filter segments an image, applying any specified scaling and rotation, and then assembles the image again to give an op art appearance.	
Parallelogram	This filter warps an image by reflecting it in a parallelogram, and then tiles the result.	
Perspective	This filter applies a perspective transform to an image and then tiles the result.	
Sixfold Reflected	This filter produces a tiled image from a source image by applying a 6-way reflected symmetry.	

Sixfold Rotated	This filter produces a tiled image from a source image by rotating the source image at increments of 60 degrees.	
Triangle	This filter maps a triangular portion of image to a triangular area and then tiles the result.	
Twelvefold Reflected	This filter produces a tiled image from a source image by rotating the source image at increments of 30 degrees.	

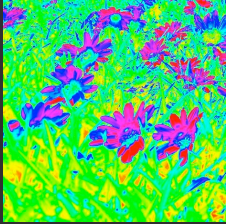

Color Filters

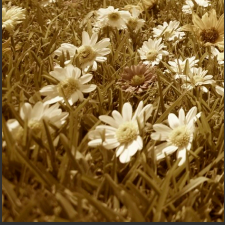
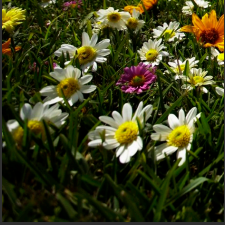
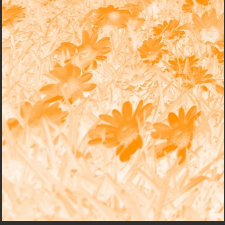

Color filters include Color Map, Color Monochrome, Sepia Tone, Gamma Adjust, False Color and Mask to Alpha.

To apply any of the Color filters:

1. Choose **Filter > Color > any of the filters.**
2. Use the filter controls such as sliders to change parameter values and, if available, use the rope to point to the center of the selected filter.
3. After you are done, click **OK** to accept changes or **Cancel** to reject changes.

Color Filters Overview

Color Map	Color Map performs a nonlinear transformation of source color values using mapping values provided in a table.	
Color Monochrome	Remaps colors so they fall within shades of a single color.	

Sepia Tone	This filter maps the colors of an image to various shades of brown.	
Gamma Adjust	This filter adjusts midtone brightness.	
False Color	False Color maps luminance to a color ramp of two colors.	
Mask to Alpha	This filter converts a grayscale image to a white image that is masked by alpha.	

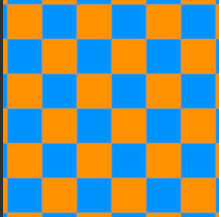
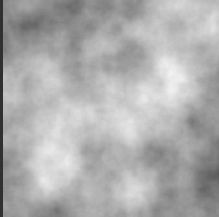
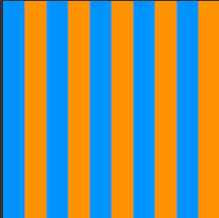
Generator Filters

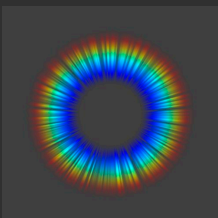




Generator filters include Checkerboard, Clouds, Stripes, Lenticular Halo, Star Shine, Sunbeams, Constant Color and Random Generator.

To apply any of the Generator filters:

1. Choose **Filter > Generator > any of the filters.**
2. Use the filter controls such as sliders to change parameter values and, if available, use the rope to point to the center of the selected filter.
3. After you are done, click **OK** to accept changes or **Cancel** to reject changes.

Generator Filters Overview

Checkerboard	This filter generates a checkerboard pattern.	
Clouds	This filter generates a soft cloud pattern.	
Stripes	This filter generates a stripe pattern.	

Lenticular Halo	This filter simulates a halo that is generated by the diffraction associated with the spread of a lens.	
Star Shine	This filter generates a starburst pattern.	
Sunbeams	This filter generates a sun effect.	
Constant Color	This filter generates a solid color. Constant Color will use your foreground color as a color source.	
Random Generator	Generates an image of infinite extent whose pixel values are made up of four independent, uniformly-distributed, random numbers in the 0 to 1 range.	

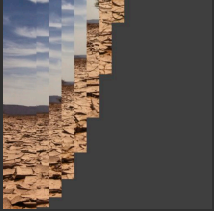


Transition Filters

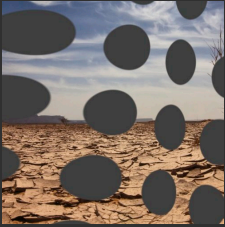



Transition filters include Bars Swipe, Copy Machine, Flash, Mod, Page Curl, Ripple and Swipe.

To apply any of the Transition filters:

1. Choose **Filter > Transition > any of the filters**.
2. Use the filter controls such as sliders to change parameter values and, if available, use the rope to point to the center of the selected filter.
3. After you are done, click **OK** to accept changes or **Cancel** to reject changes.

Transition Filters Overview

Bars Swipe	This filter transitions from one image to another by passing a bar over the source image.	
Copy Machine	This filter simulates the effect of a copy machine.	
Flash	This filter creates a flash in a selected layer, image or selection.	

Mod	This filter transitions from one image to another by revealing the target image through irregularly shaped holes.	
Page Curl	This filter transitions from one image to another by simulating a curling page, revealing the new image as the page curls.	
Ripple	This filter transitions from one image to another by creating a circular wave that expands from the center point, revealing the new image in the wake of the wave.	
Swipe	The Swipe transitions from one image to another by simulating a swiping action.	

Quartz Composer Filters

Pixelmator supports Quartz Composer compositions as filters. Quartz Composer-based filters work exactly like filters except that they are based in a special Quartz Composer menu. There are five Quartz Composer groups available in Pixelmator: distortion, stylize, generator, other and transitions.

Quartz Composer: Quartz Composer is a node-based visual programming language that works by implementing and connecting patches. It is easy for anyone to use the Quartz Composer application to create filters that can be used with Pixelmator.

The difference between Quartz Composer compositions and Core Image units is that Quartz Composer uses those same Core Image units as a base. Basically, the work is done by embedding various Core Image units into a single filter.

Apply a Quartz Composer Filter

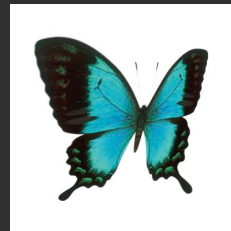
To apply a Quartz Composer filter:

1. Choose **Filter > Quartz Composer > Distortion, Stylize, Other or Transitions > any of the filters.**
2. Use the filter controls such as sliders to change parameter values and, if available, use the rope to point to the center of the selected filter.
3. After you are done, click **OK** to accept changes or **Cancel** to reject changes.

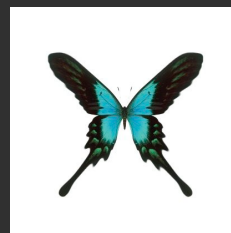
Quartz Composer Filter Overview

Distortion

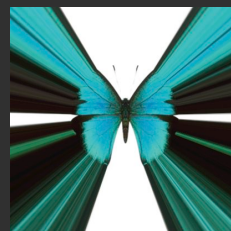
Bulge



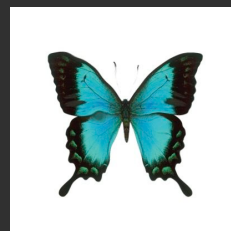
Dent



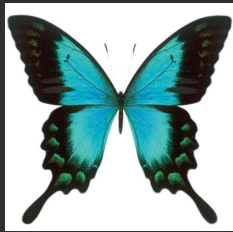
Light Tunnel



Pinch



Squeeze



Twirl



Fish Eye



Mirror



Stretch

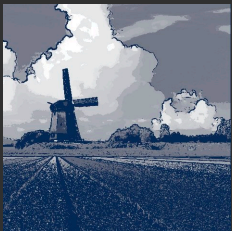


Stylize

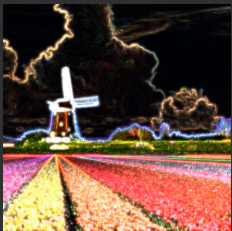
ASCII Art

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1???)HpgGA@(<=))===<  
ki zGHKdKS90CLI<<<<<>  
PT@XGG@6TCaxcu>??777?  
94o2sCYoVYLI3u9f306rV  
Lnt.l, J3%:(<771jj3[  
~~~,~^~^~|,~", "~::~:  
<?cj^3+>\*7>+!!**^~  
!"ool~}<r1-" ,7~^>+>  
a)>-^`J7:j~, _/^( -, !
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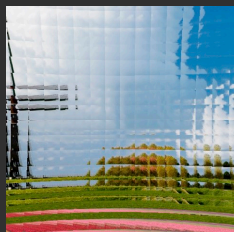
Blue Print



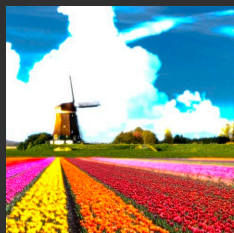
City Lights



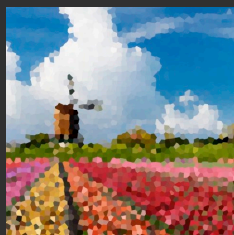
Compound Eye



Concert



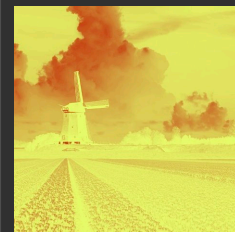
Crystalize



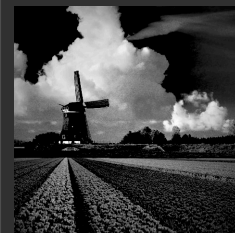
Dot Screen



False Color



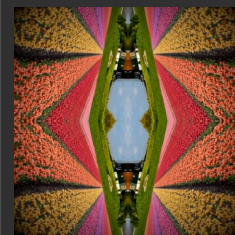
Film Stock



Glow



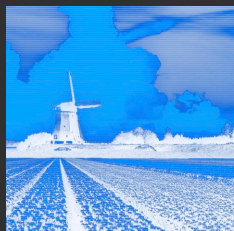
Kaleidoscope



Line Overlay



Line Screen



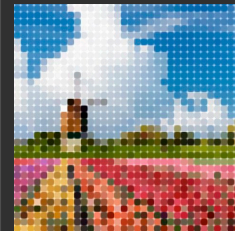
Monochrome



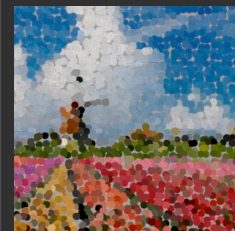
Neon



Pixellate



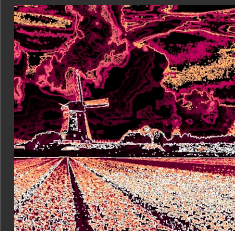
Pointillize



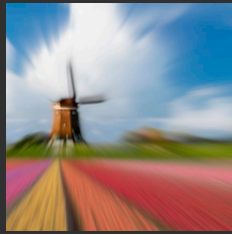
Posterize



Tracer



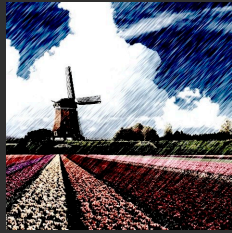
Zoom Blur



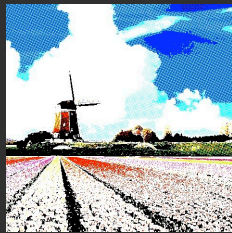
Black and White



Color Pencil



Comic Book



Pop Art



Sepia



Thermal Camera

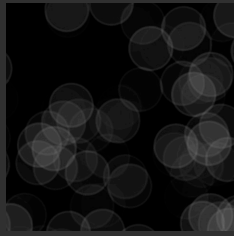


X-Ray

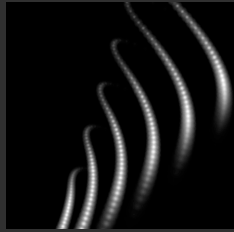


Generator

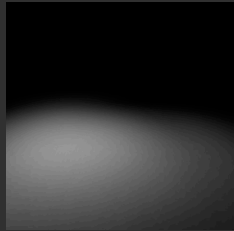
Defocus



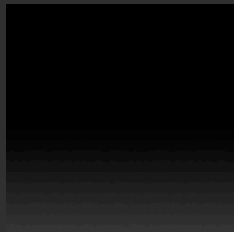
Fall



Floor



Gradient



Grid

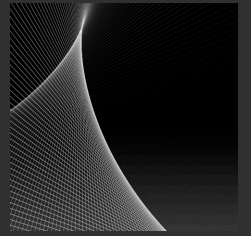


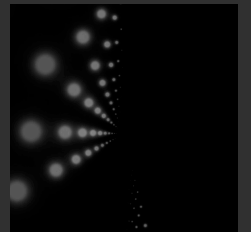
Image Hose



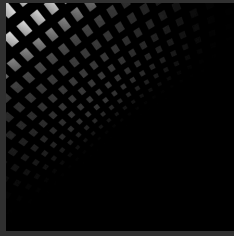
Moving Shapes



Travelator

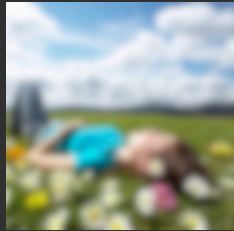


Wall



Other

Blur



Color Controls



Exposure Adjust

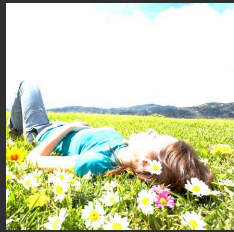
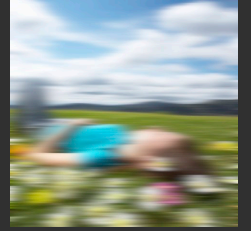


Image Resizer



Motion Blur



Sharpen



Color Invert

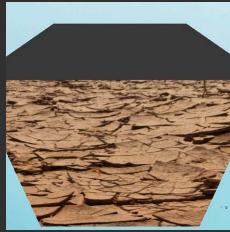


Transition

Copy Machine



Cube



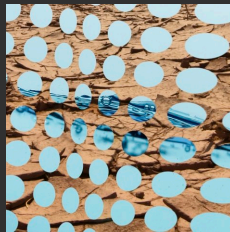
Dissolve



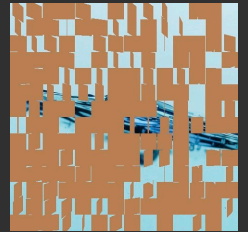
Mask



Mod



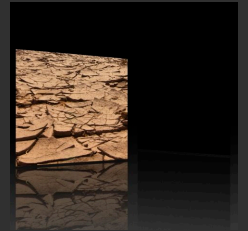
Mosaic Flip



Push



Swing



Zoom Dissolve



Chapter 18: Third-Party Filters

Pixelmator fully supports Core Image Units and Quartz Composer compositions as filters. This means you can easily create any kind of filter for Pixelmator by yourself.

This chapter provides introductory information about third-party filters.

This chapter covers:

- Third-Party Filters
- Third-Party Filter Development

Third-Party Filters

Pixelmator significantly outshines other applications with its powerful plug-in architecture that takes advantage of both Core Image units and Quartz Composer compositions. This means you can simply download or create your own Core Image unit or Quartz Composer composition and play with it right away in Pixelmator.

You don't have to worry about the user interface for a filter whether you are using third-party filter or creating your own filter. Pixelmator uses a default user interface for third-party filters.

Installing Third-party Filters

Once you download a third-party Core Image filter or Quartz Composer composition, it must be installed in order to work with Pixelmator.

Third-party filters should be copied to Library > Graphics > Image Units or Quartz Composer Plug-Ins.

Third-Party Filter Development

There are two types of filters in Pixelmator - Core Image Units and Quartz Composer compositions. Core Image Units and Quartz Composer compositions can be created using the Apple Developer Tools.

Core Image Units

Core Image units are a bit harder to create since it requires additional programming knowledge and experience. They are usually created using Xcode. If you think you are good programmer, you may want to get into Core Image units development by taking a look at Apple's Core Image documentation for developers. Core Image units talk directly to your graphics card.

Quartz Composer Compositions

Pixelmator also supports Quartz Composer compositions as filters.

Quartz Composer is a node-based visual programming language that works by implementing and connecting patches. It is easy for anyone to use the Quartz Composer application to create filters that can be used with Pixelmator. The difference between Quartz Composer compositions and Core Image units is that Quartz Composer uses those same Core Image units as a base. Basically, the work is done by embedding various Core Image units into a single filter.

To start working on Quartz Composer-based filters just get your Leopard DVD, install Developer tools, look for the application called Quartz Composer, and you're good to go. Apple even provides examples that allow you to start playing with Quartz Composer.

Be aware that Pixelmator does not support compositions created with Quartz Composer v1.0 or 2.0. It supports only compositions created in Quartz Composer 3.0 and later. Quartz Composer is the same free application that comes with Mac OS X DVD's Xcode tools.

In addition, please be aware that music visualizers and RSS visualizers compositions created in Quartz Composer won't work in Pixelmator.

Resources

If you are considering developing units or compositions for Pixelmator, here are a few links that will get you started:

Core Image Unit Tutorial: <http://developer.apple.com/documentation/GraphicsImaging/Conceptual/ImageUnitTutorial/index.html>

Quartz Composer: <http://developer.apple.com/graphicsimaging/quartzcomposer/>

If you need any help solving technical problems, you can contact the Pixelmator Team developers at support@pixelmator.com.

abduzeedo abducte

Abstract Wallpaper - Created by Fabio Sasso

Part VII: Transforming

Transform images, layers or selections using any of the powerful Pixelmator transform tools such as Free Transform, Skew, Distort, Perspective, Rotate, and Flip. In addition, you can easily adjust image size and your composition's canvas in Pixelmator.

Chapter 19 **Transforming Objects**

Chapter 20 **Image Size**

Chapter 21 **Canvas Size and Rotation**

Chapter 19: Transforming Objects

Transform images, layers or selections using transform tools such as Free Transform, Skew, Distort, Perspective, Rotate, and Flip.

This chapter provides information about transforming selections or layers.

This chapter covers:

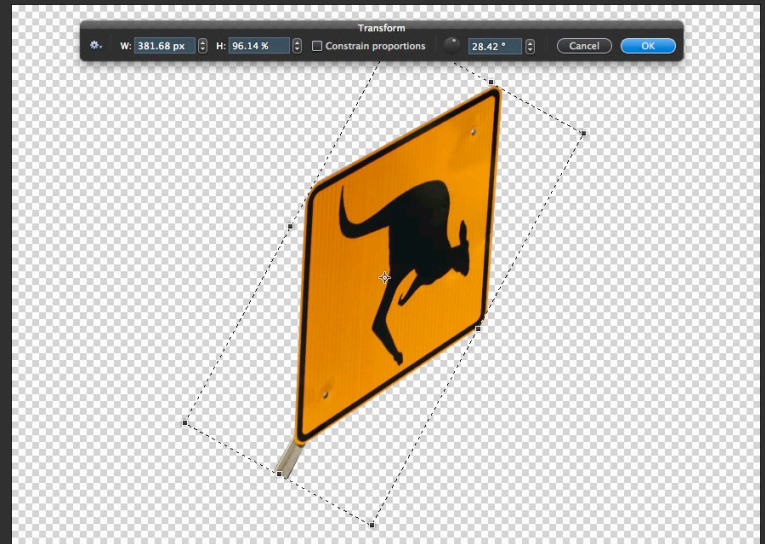
- Free Transform
- Skew, Distort, Perspective, Rotate, and Flip

Free Transform

The Free Transform command in Pixelmator lets you apply scale and rotate commands in one continuous operation.

To freely transform an item:

1. Choose **Edit > Transform** or use the **Command + F** keyboard shortcut.
2. If necessary, in the transform bounding box, drag the center point to a preferred location. The default center point location is the center of the selected object.
3. Do one or more of the following:
 - To scale by dragging, drag handles on the bounding box.
 - Or enter a value in the width and height fields of the Transform palette that appears. Clicking the link button between the width and height values will scale the item proportionally.
 - To rotate by dragging, move the pointer outside the bounding box and then drag. Notice the cursor changes to an angle pointer with arrows.
 - You can click the knob in the Transform palette to set the angle of rotation.
 - Or enter a value in the angle value field of the Transform palette that appears.
4. When you finish, click **OK** in the Transform palette or press Enter on your keyboard or double-click inside the transformation bounding box to apply the transformation.



Tip: You can use different units, such as millimeters or pixels when entering values into the text fields of the Transform palette. Right-click the text fields, or just type the units, e.g. "1000 px".

Skew, Distort, Perspective, Rotate, and Flip

To transform objects, you can also use other commands such as Skew, Distort, Perspective, Rotate, and Flip. In Pixelmator, you can transform layers, selections or layer masks.

In order to make a transformation, you must select an item to transform and then choose a transformation command:



Skew

To slant an item vertically and horizontally:

1. Choose **Edit > Transform** or use the **Command + F** keyboard shortcut.
2. Click the Action button in the Transform palette and select **Skew**.
3. Drag handles on the bounding box.
4. When finished, press Enter on your keyboard or double-click inside the transformation bounding box to apply the transformation.



Distort

To stretch an item vertically and horizontally:

1. Choose **Edit > Transform** or use the **Command + F** keyboard shortcut.
2. Click the Action button in the Transform palette and select **Distort**.
3. Drag handles on the bounding box.
4. When finished, press Enter on your keyboard or double-click inside the transformation bounding box to apply the transformation.



Perspective

To change opposite sides of an item equally:

1. Choose **Edit > Transform** or use the **Command + F** keyboard shortcut.
2. Click the Action button in the Transform palette and select **Perspective**.
3. Drag handles on the bounding box.
4. When finished, press Enter on your keyboard or double-click inside the transformation bounding box to apply the transformation.



Rotate Precisely

To rotate an item precisely:

- Choose **Edit > Rotate 180°** to rotate by half-turn.
- Choose **Edit > Rotate 90° Right** to rotate clockwise by a quarter turn.
- Choose **Edit > Rotate 90° Left** to rotate counterclockwise by a quarter turn.

You can also find these commands by clicking the Action button in the Transform palette.



Flip

To flip an item:

- Choose **Edit > Flip Horizontal** to flip horizontally
- Choose **Edit > Flip Vertical** to flip vertically

You can also find these commands by clicking the Action button in the Transform palette.

Tip: You can undo transformations by clicking the Action button and choosing Reset.

Chapter 20: Changing Image Size

Use the Image Size command to resize an image or document for printing.

This chapter provides information about adjusting image size.

This chapter covers:

- Changing Image Size

Image Size

Use the Image Size sheet in Pixelmator to change the print dimensions and resolution of an image.

Adjust Pixel Dimensions

To change the pixel dimensions of an image:

1. Choose **Image > Image Size**.
2. Check the Scale Proportionally checkbox in order to maintain the current ratio of the pixels' width and height. Make sure that Resample Image is selected.
3. Enter values for width and height, or choose a common size from the "Fit into" pop-up menu.

Note: To make the image's dimensions smaller without losing any detail, deselect "Resample image" before changing the width or height.

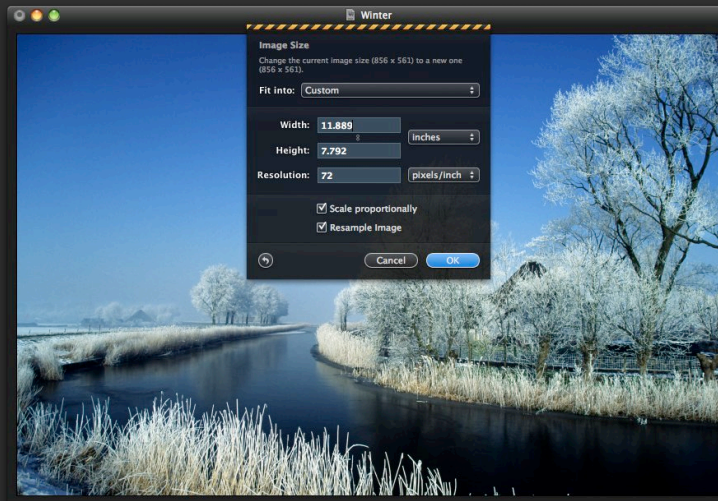
4. When you finish, click **OK**.

Adjust Print Dimensions

To change the print dimensions and resolution:

1. Choose **Image > Image Size**.
2. Check the **Scale Proportionally** checkbox in order to maintain the current ratio of the pixels' width and height.
3. Enter new values for the height and width. If necessary, select a new unit of measurement. Or choose a common size from the "Fit into" pop-up menu.
4. Enter a new value for resolution. If necessary, select a new unit of measurement.

5. Click **OK** when you finish.



Note: The "Fit Into" pop-up menu includes the same presets as does the New Image dialog. If you edit the New Image presets, the changes will also be visible in a Fit Into pop-up menu.

Chapter 21: Canvas Size and Rotation

Use the Canvas Size sheet or a Crop tool to adjust the size of your work area.

This chapter provides information about the Crop Tool, Canvas Size and Rotation.

This chapter covers:

- Crop
- Canvas Size
- Canvas Rotation

Crop

Use Pixelmator's Crop Tool to remove portions of an image to create focus.

Crop Tool

To crop an image using the Crop Tool:

1. Select the Crop Tool (**C**) in the Tools palette.
2. If desired, in the Crop Tool's Tool Options palette choose the constrain crop proportions preset from the Constrain pop-up menu. Choose custom if you would like Crop Tool to use your own width and height dimensions.
3. Drag over the part of an image you want to keep to create a crop marquee.
4. Adjust the cropping marquee if necessary:
 - Drag the whole marquee to another position by placing the cursor inside the bounding box and dragging.

Tip: Hold down the Option key to draw or resize a crop from the center.

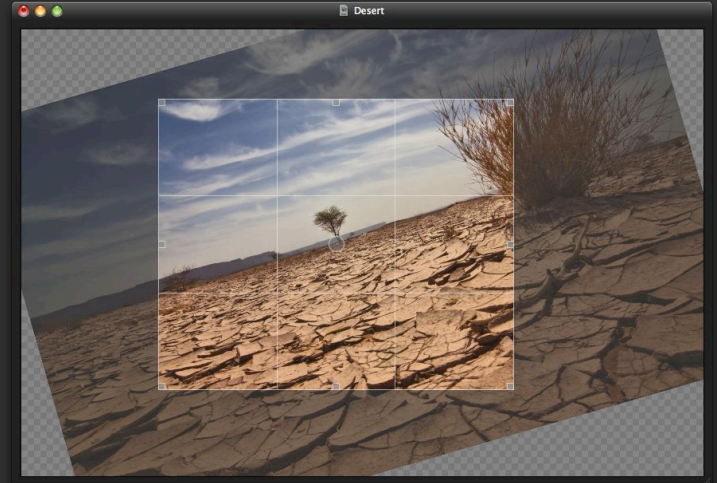
- Scale crop marquee by dragging its handles. Press shift to constrain proportions as you drag.

Tip: Hold down the Shift key to draw or resize with crop constrained.

- Rotate the crop marquee by positioning the mouse cursor outside the bounding box and dragging. If necessary, you can also adjust the center point by dragging the circle at the center of the bounding box.

Tip: Hold down the Shift key to rotate crop every 15°.

- Once you draw the crop marquee, Crop Tool's Tool Options palette changes, and it now allows you to specify whether you want to hide or delete the cropped area. Select Hide to leave the cropped area in the image behind the canvas or Delete to completely remove the cropped area.



5. To complete the crop, do one of the following:

- Press Return on your keyboard
- Click the **Crop** button in the Tool Options palette
- Double-click the crop bounding box
- Control-click or right mouse button click on a crop bounding box and choose **Crop** from the contextual menu that appears.

To cancel the crop, do one of the following:

- Click the **Cancel** button in the Tool Options palette

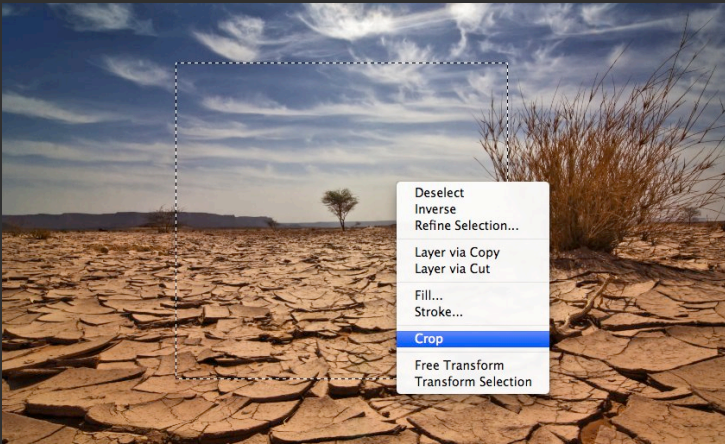
- Press the Escape key on your keyboard
- Control-click or right mouse button click on a crop bounding box and choose **Cancel** from the contextual menu that appears.

Tip: Double-click on a layer to quickly make a crop marquee with dimensions of that layer.

Crop an Image Using a Selection Tool

To crop an image using any of the selection tools:

1. Use a selection tool to select the part of an image you want to keep.
2. Control-click or right mouse button click and choose **Crop** from the selection tool contextual menu that appears.



3. The selection now changes to a crop bounding box. Adjust the bounding box if necessary:

- Drag the whole marquee to another position by placing the cursor inside the bounding box and dragging.

- Scale the crop marquee by dragging its handles. Press Shift to constrain proportions as you drag.
- Rotate the crop marquee by positioning the mouse cursor outside the bounding box and dragging. If necessary, you can also adjust the center point by dragging the circle at the center of the bounding box.
- Once you draw the crop marquee, Crop Tool's Tool Options palette changes, and it now allows you to specify whether you want to hide or delete the cropped area. Select Hide to leave the cropped area in the image behind the canvas or Delete to completely remove the cropped area.

5. To complete the crop, do one of the following:

- Press Return on your keyboard
- Click the **Crop** button in the Tool Options palette
- Double-click the crop bounding box
- Control-click or right mouse button click on a crop bounding box and choose **Crop** from the contextual menu that appears.

To cancel the crop, do one of the following:

- Click the **Cancel** button in the Tool Options palette
- Press the Escape key on your keyboard
- Control-click or right mouse button click on a crop bounding box and choose **Cancel** from the appeared contextual menu

Trim

The Trim command allows cropping an image by trimming surrounding transparent pixels, or background pixels of the color you specify.

Crop an Image Using the Trim Command

1. Choose **Image > Trim**.

2. In the Trim sheet select a trim option:

- **Transparent Pixels** - trims away transparency at the edges of the image.
- **Top Left Pixel Color** - removes an area the color of the upper left pixel from the image.
- **Bottom Right Pixel Color** - removes an area the color of the lower right pixel from the image.

3. Select one or more areas of the image to trim away.

4. When you finish, click **OK**.

5. The selection now changes to a crop bounding box. Adjust the bounding box if necessary:

Reveal All: An opposite to the Trim command is the Reveal All command which will expand the canvas area of an image to show all the portions of that image if hiding under the canvas area.



Canvas Size

The Canvas Size command allows you to adjust the entire editable area of an image. Increasing the editable area adds more editable space, while decreasing the area crops the image.

Change Canvas Size

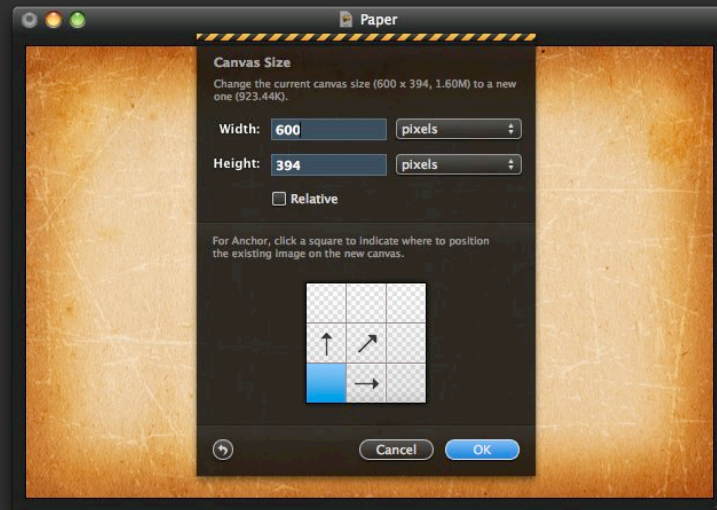
To increase or decrease the canvas size:

1. Choose **Image > Canvas Size**, or use the **Option + Command + C** keyboard shortcut.
2. In the Canvas Size sheet that appears, enter the dimensions for the new canvas in the width and height fields. You can also choose units from the units pop-up menus next to the width and height fields.
3. Select the **Relative** checkbox if you want to add or subtract a certain number of units from the current canvas size.
4. If necessary, click a square in the Anchor box to position the existing image on the new canvas.
5. When you finish, click **OK**.

Reveal All

To reveal all the image if there is some portion of it hiding under the canvas area, use the Reveal All command.

To reveal the entire image choose **Image > Reveal All**.



Canvas Rotation

You can use the Rotate Canvas command to rotate or flip the whole editable area.

Rotate Canvas

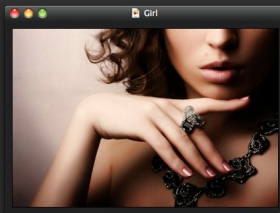
To rotate the canvas:

Choose **Image > Rotate Canvas >** and choose one of the commands: **180°**, **90° Right**, **90° Left**, **Flip Horizontal** or **Flip Vertical**.

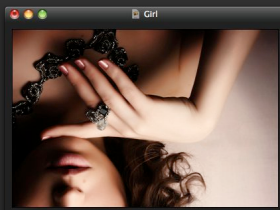
180° rotates the image by a half turn; 90° Right rotates the image clockwise by a quarter turn; 90° Left rotates the image counterclockwise by a quarter turn.

Flip Horizontal flips an image horizontally, while Flip Vertical flips the image vertically.

Original



180°



90° Right



90° Left



Flip Horizontal



Flip Vertical



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The Cassettes "Countach" - Created by Shelby Cinca

Part VIII: Saving, Exporting, and Printing

Pixelmator supports over 100 different file formats. You can open and save in PSD, TIFF, JPEG, PNG, PDF, EPS and scores of other image formats. Above all, Pixelmator can open and save Photoshop files with layers.

Chapter 22 **Saving and Exporting Images**

Chapter 23 **File Formats**

Chapter 24 **Printing Images**

Chapter 22: Saving and Exporting Images

You can use Pixelmator to easily prepare images for the web, quickly send them to Mail and iPhoto, or simply store on your hard disk. Pixelmator supports over 100 different file formats. You can open and save in PSD, TIFF, JPEG, PNG, PDF, EPS and scores of other image formats.

This chapter provides information about preparing images for the web, saving, exporting as well as providing an overview of file formats.

This chapter covers:

- Saving Images
- Preparing Images for the Web
- Exporting Images
- File Formats

Saving Images

It's a good idea to save your document often as you work with any application.

After you save your image for the first time, you can press Command-S to resave as you edit your image.

Pixelmator supports a wide variety of file formats. The most popular ones are included in the Save As... dialogue box, while others are available in the Export sheet.

Save

To save an image for the first time:

1. Choose **File > Save**.
2. In the Save As field, type a name for the image.
3. If you want your document to be opened using Pixelmator, choose Pixelmator from the Format pop-up menu. If you want the document to be opened using another application, choose that file format from the Format pop-up menu.
4. Click **Save**.

Use the Save command or the **Command + S** keyboard shortcut to save changes as you edit your image.

Save As...

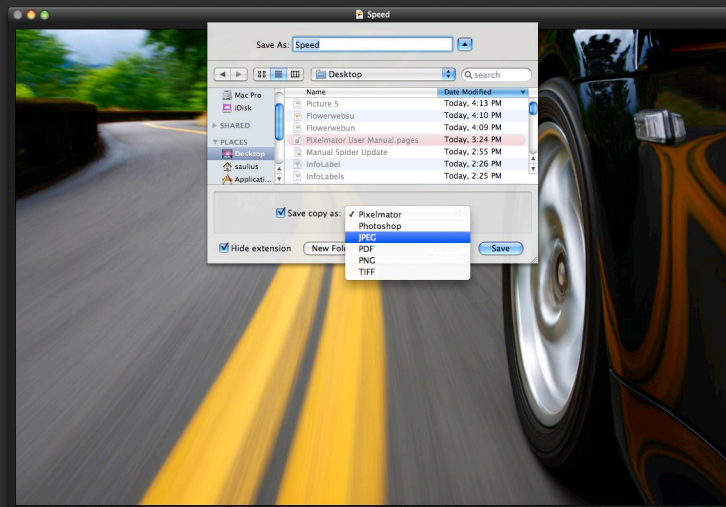
Use the Save As... command to save your image in a different location, format, or name or to save the image as a copy:

1. Choose **File > Save As...**
2. In the Save As field, type a name for the image.
3. By default it will save in the native Pixelmator file format. However, if you wish to save in another file format, check the

Save copy as checkbox; and in the pop-up menu, select the format in which you want to save your image.

4. Click **Save**.

The document with the new name remains open. To work with the previous version, choose **File > Open Recent >** and choose the previous version from the submenu.



Save as PSD Document

You can save a Pixelmator image so that users with Adobe Photoshop can open and use it.

To save an image for use with Adobe Photoshop:

1. Choose **File > Save As**.
2. Type a new name for the image in the Save As field.
3. Check the **Save copy as** checkbox and choose Photoshop from the pop-up menu.

4. Choose where you want to save the document.

5. Click **Save**.

Save as JPEG Document

To save the image as a JPEG document:

1. Choose **File > Save As...**

2. In the Save As field, type a name for the image.

3. Choose where you want to save the document.

4. Check the **Save copy as** checkbox and choose JPEG from the pop-up menu.

5. Drag the quality slider to specify image quality.

6. Click **Save**.

JPEG: Short for Joint Photographic Experts Group, JPEG is a popular image file format that lets you create highly compressed graphics files. The amount of compression used can vary. Less compression results in a higher-quality image. JPEG files usually have the “.jpg” extension.

Save as TIFF Document

To save an image as a TIFF document:

1. Choose **File > Save As...**

2. In the Save As field, type a name for the image.

3. Choose where you want to save the document.

4. Check the **Save copy as** checkbox and choose TIFF from the pop-up menu.

5. Click **Save**.

TIFF: Short for Tagged Image File Format, TIFF is a widely used bitmapped graphics file format that Pixelmator can open. However, some TIFF documents may contain layers. TIFF layers are not currently supported by Pixelmator, but the application is able to open such TIFF image in a merged layers mode.

Save as PNG Document

To save the image as PNG document:

1. Choose **File > Save As...**

2. In the Save As field, type a name for the image.

3. Choose where you want to save the document.

4. Check the **Save copy as** checkbox and choose PNG from the pop-up menu.

5. Click **Save**.

Other formats: To save the image as BMP, JPEG-2000, PDF, PICT, SGI, TGA, or as any other file format, see Exporting Images later in this chapter.

Preparing Images for the Web

Use Pixelmator to prepare and save your images for the web easily, whether it is an individual image or web page layout.

Preparing images for the web usually includes these steps: slicing images if needed, optimizing images, and saving images.

Slicing images is optional since slices divide an image into smaller images, which can then each be optimized using different optimization settings. Slicing is useful for web page layouts with different elements such as buttons, logos, layouts with different backgrounds, and other objects.



To be more specific, if you are working with a single web graphic, you don't need to divide it.

Optimizing an image for the web means compromising between image display quality and the file size.

You can use the optimize features in Pixelmator to preview optimized images in different file formats and different format settings and to compare them with the original images.

In Pixelmator there are four standard file formats in which your image can be optimized and then saved to use on the web:

JPEG - the standard high quality format usually used for optimizing photographs. For a JPEG image you can specify the level of quality, which determines the level of compression and matte color. Matte color specifies a fill color for pixels that were transparent in the original image.

PNG - a format used for high quality images that have transparency. Transparency can be enabled and disabled just as matte color can be set.

GIF - standard low quality format used to compress images with crisp detail such as illustrations, logos, etc. GIF supports up to 256 colors only, and you can specify the number of colors that should be used. Fewer colors means smaller file size. You can also make fully transparent pixels transparent by enabling transparency and setting a matte color.

PNG Indexed - almost the same as GIF; the only difference is that it efficiently compresses solid areas of color while preserving sharp detail.

Save Image for the Web

To save an image for the web without slicing it:

1. Choose **File > Export for Web...**



2. An Export for Web palette appears. Optimize the image by choosing JPEG, PNG, PNG Indexed, or GIF from the format pop-up menu and specifying format options such as quality and matte color for JPEG, transparency color for PNG, and quantity of colors and matte color for PNG Indexed and GIF.

3. Click **Next...**

4. The Save As... sheet appears. In the Save As field, type a name for the image.

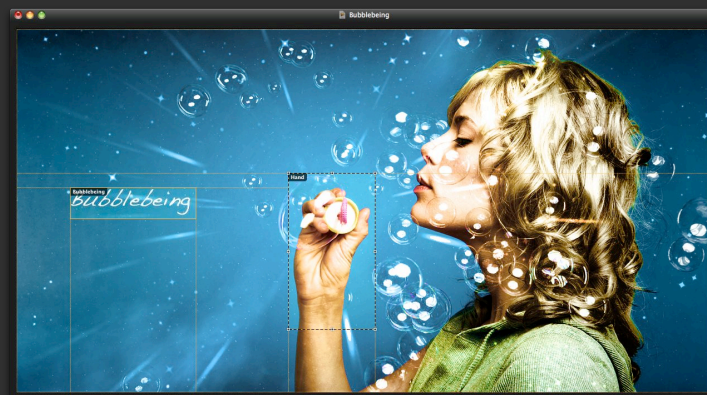
5. Choose where you want to save the optimized image.

6. Click **Save**.

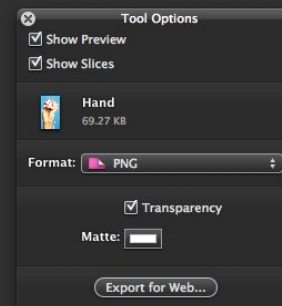
Save Sliced Image for the Web

To save a sliced image for the web:

1. Use the Slice Tool to create slices. For more information about using the Slice tool, see later in this chapter.



2. Optimize each slice by choosing JPEG, PNG, PNG Indexed or GIF from the format pop-up menu and specifying format options such as quality and matte color for JPEG, transparency color for PNG, or quantity of colors and matte color for PNG Indexed and GIF in the Slice Tool Options palette.



3. Click the **Export for Web...** button in the Slice Tool Options palette or choose **File > Export for Web...**

4. The Save As... sheet appears.

5. Choose where you want to save sliced and optimized images.

6. Click **Save**.

Quick Save: To quickly save the optimized slice quickly, drag the slice thumbnail from the Slice Tool Options palette onto your desktop.

Slice Tool

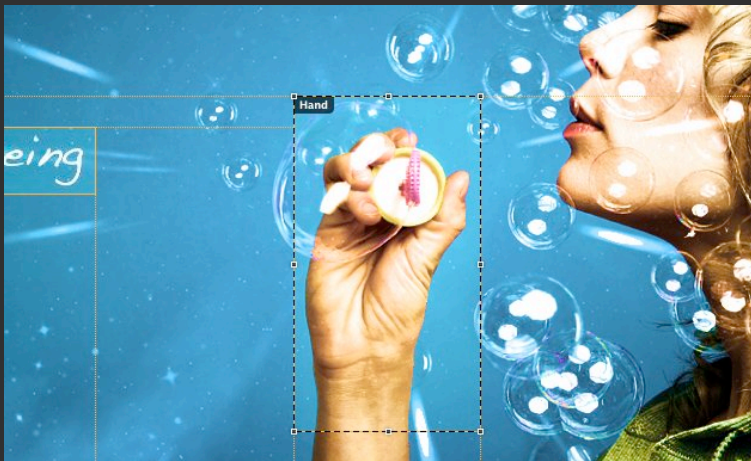
Use Pixelmator's Slice Tool to divide an image into smaller images and to optimize each part of an image with its own optimization settings.

Slicing is useful for web page layouts with different elements such as buttons, logos, layouts with different backgrounds, and other objects.



To use the Slice Tool:

1. Select the Slice Tool in the Tools palette or press **K** on your keyboard.
2. Drag over the area where you want to create a slice.



Tip: To slice a square using the Slice Tool, hold down Shift as you drag.

To draw a slice from its center, hold down the Option key after you begin dragging.

Tip: Use snap to align a new slice to a guide or to another slice in the image.

To enable snapping, use Control + Click or click the right mouse button on a ruler in the Pixelmator window for a contextual menu to appear; choose Snap To > and choose one or more of the following options from the submenu:

Guides: snaps to guides; Grid: snaps to the gridlines and gridline subdivisions; Layers: snap to layers edges; Slices: snaps to slice boundaries; and Document Bounds: snaps to the edges of the image.

Select Slice

To select a created slice, select the Slice Tool in the Tools palette and click the slice in the image.

To select more than one slice select the Slice Tool and Shift + click to add slices to the selection.

Move Slice

To move a created slice border, position the pointer of the selected Slice Tool inside the slice border, and drag to move the border.

Tip: Press the Shift key while moving to restrict movement to a vertical, horizontal, or 45° diagonal line.

Tip: Snapping, if enabled, works not only when creating slices, but also when moving slices.

Resize Slice

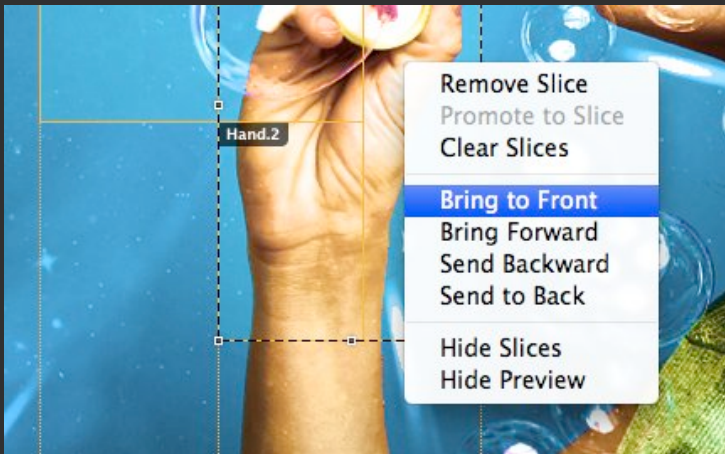
To resize a slice, grab a corner handle of the slice and drag.

Tip: Press the Shift key while resizing a slice to make a square slice.

Change the Stacking Order of Slices

Sometimes slices may overlap. In order reach the underlying slices you can change their stacking order. To change the stacking order of slices:

1. Select one or more slices.
2. With the Slice Tool selected Control + click or click the right mouse button over the selected slices.



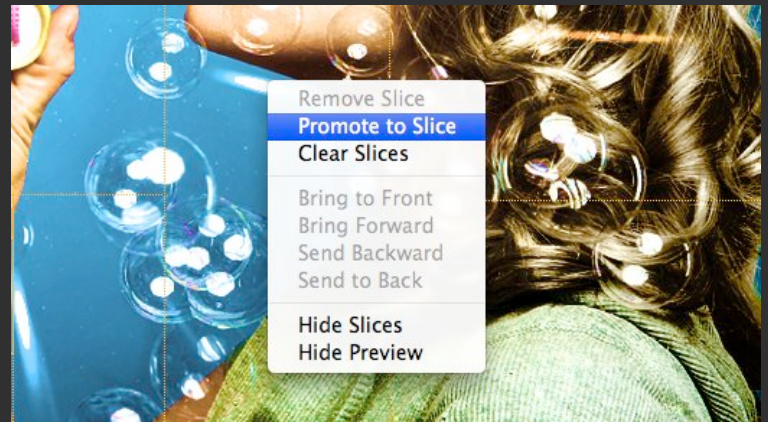
3. Choose **Bring to Front**, **Bring Forward**, **Send Backward** or **Send to Back** from the Slice Tool contextual menu.

Overlapping: When slices overlap, the last slice you created is the top slice in the stacking order.

Convert Remaining Areas to Slices

When you create a new slice, additional inactive auto slices are generated to account for the remaining areas of the image. You can easily convert the remaining area of the image to a slice. To convert an inactive slice to an active:

1. With the Slice Tool selected Control + click the right mouse button over the inactive slice you would like to convert.
2. Choose **Promote to Slice** from the Slice Tool contextual menu that appears.



Delete Slice

To delete a slice:

1. Select one or more slices.
2. With the Slice Tool selected, do one of the following:
 - Press the backspace key on your keyboard.
 - Control + click or click the right mouse button over the selected slices and choose Remove Slice from the Slice Tool contextual menu.

When you delete a slice inactive auto slices are generated automatically to fill the document area.

Delete All Slices

To delete all slices:

1. With the Slice Tool selected, Control + click or click the right mouse button over the window.



2. Choose Clear Slices from the Slice Tool contextual menu.

Rename Slice

By default, slices are named Slice 1, Slice 2, Slice 3 etc. It might be useful for you to rename your slices. To rename a slice:

1. Select the slice you want to rename.
2. In the Slice Tool Options palette, click on a slice name and type a new name.
3. Press Enter on your keyboard to confirm the new name.



Show or Hide Slices

Sometimes when comparing an optimized image with the original image, you may want to hide the slice boundaries.

To show or hide slice boundaries:

1. Select the Slice Tool in the Tools palette.
2. On the Show Slices checkbox in the Slice Tool Options palette, check to show the slices or uncheck to hide them.

Change the Color of Slices

The default color of slices (yellow) can be changed if needed.

To change slices' color:

1. Choose **Pixelmator > Preferences...**
2. Select the **Rulers** tab.
3. Click the **Slices Color box** and use the Color palette to choose a new color for slices.

Exporting Images

Pixelmator can open and save many more file formats than those available in the Save As dialog. Use the Export command to export images to one of the 100 file formats supported by Pixelmator.

Export Image to Other Formats

To export an image to another file format:

1. Choose **File > Export...**
2. Choose a format for the image and select any options if available and needed, and click **Next**.
3. Type a new name for the image.
4. Choose where you want to save the image.
5. Click **Export**.



File Size: Note that Export sheet shows a would be file size for a JPEG, PNG, TIFF, PSD and PDF formats.

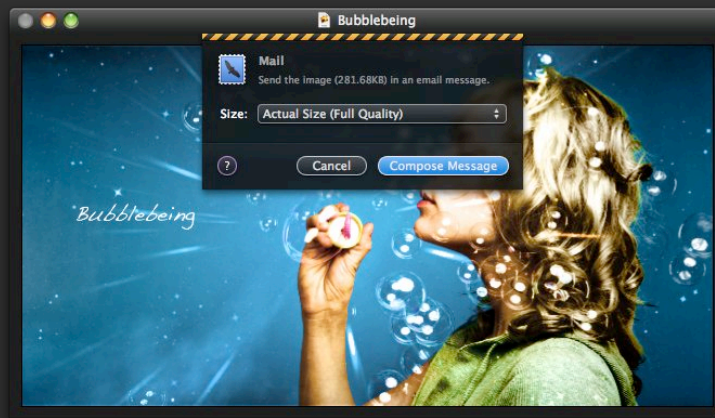
Note: The most popular file formats are available in the Save As dialog. Use the Export command if you need a more specific file format that is not available in Save As dialog's Format pop-up list.

Send Image to Mail

If you use Mail as your regular email application, you can quickly and simply attach your composition to an email, right from within Pixelmator.

To email an image:

1. Choose **File > Send To > Mail...**



2. Set the size for an image: small, medium, large or actual size. A small image will email faster, while larger images will email slower.

3. Click **Compose Message**.

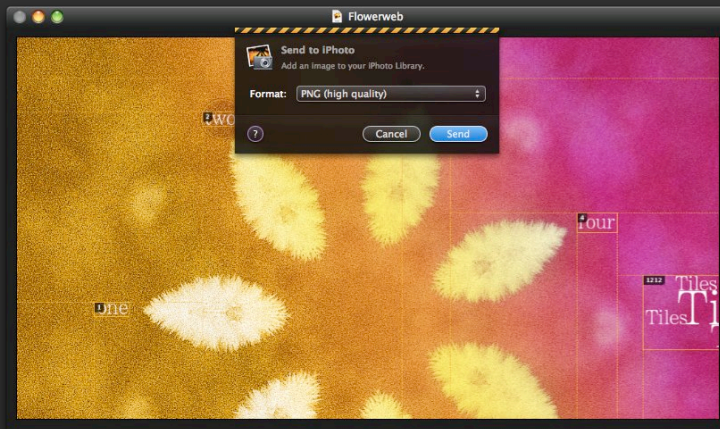
4. A new mail message opens with the image attached to it. Edit the email message and click **Send**.

Send Image to iPhoto

In addition to sending your composition to Mail, you can send your composition to your iPhoto Library.

To send an image to your iPhoto Library:

1. Choose **File > Send To > iPhoto....**



2. Set a format for an image: JPEG (variable quality), PNG (high quality), or TIFF (highest quality).

3. Click **Send**.

4. The image will be added your iPhoto library's Last Import album. You can now edit and manage it using iPhoto.

Send Image to Flickr

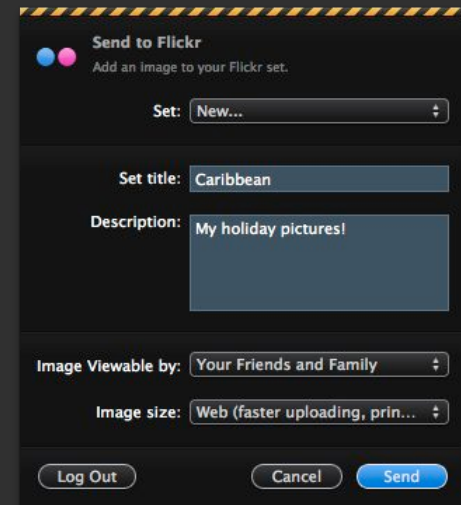
You can upload a currently open image to Flickr. Please note that for this you need to have a Flickr account.

To send image to Flickr:

1. Choose **File > Send To > Flickr....**

2. If this is your first time using this feature, click **Set Up** and follow the instructions.

3. Select an existing set for your image, or create a new one using the drop-down menu.



4. If you are creating a new set, enter the title and description.

5. Select privacy setting for your image.

6. Select image size.

7. Click **Send**.

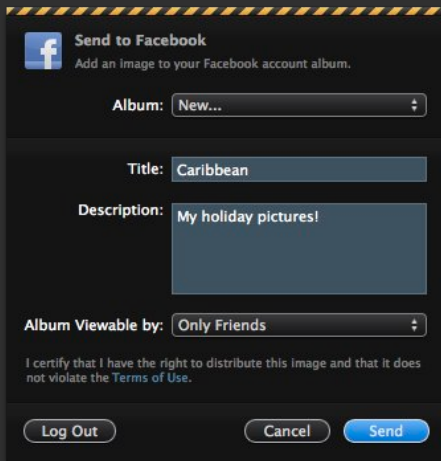
Tip: Web option limits the dimensions of your image to 1024 pixels, Optimized to 3048 pixels. Actual Size means that your image will not be resized. The last option is available only for Pro account holders.

Send Image to Facebook

You can upload a currently open image to Facebook.

To send image to Facebook:

1. Choose **File > Send To > Facebook....**
2. If this is your first time using this feature, click Set Up and enter your login credentials or click **Sign up for Facebook** if you don't have an account yet..



3. Select an existing album for your image or create a new one using the drop-down menu.

4. If you are creating a new album, define its title and description, and select privacy level.

5. Click **Send**.

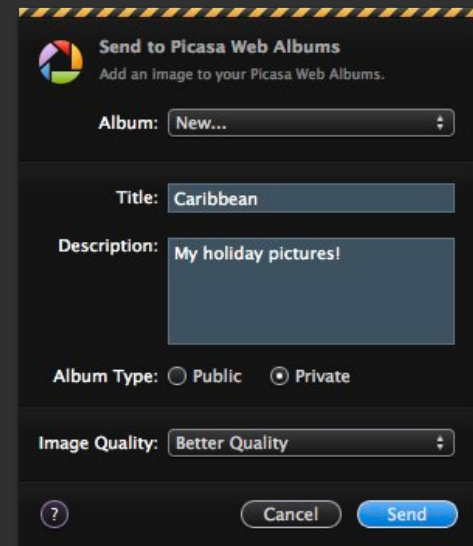
Tip: Please note that Facebook reduces the dimensions of all uploaded images to 720 pixels.

Send Image to Picasa

You can upload a currently open image to Picasa.

To send image to Picasa:

1. Choose **File > Send To > Picasa....**
2. If this is your first time using this feature, enter the email address and password associated with your Picasa account. Click **Login**.



3. Select an existing album, or create a new one using the drop-down menu.
4. If you are creating a new album, set its title and description.
5. Choose public or private album type.
6. Select image quality level.
7. Click **Send**.

Tip: Better quality limits the dimensions of your image to 1600 pixels, while Faster upload sets the limit to 1000 pixels. Actual quality keeps dimensions of the image unchanged.

File Formats

Pixelmator supports over 100 different file formats. Most popular file formats are available in Save As dialog's format menu while others are available under the Format menu in the Export sheet. File Formats Overview:

Extension	Description	Notes
PXM	The default Pixelmator file format	It is the best way to save and store your compositions for further editing since it offers full support for Pixelmator features.
PSD	The default format for Adobe Photoshop	Pixelmator can open and save PSD documents. Features of PSD file format that Pixelmator supports when opening are bitmap layer information, blending settings and guides.
TIFF	Short for Tagged Image File Format, TIFF is a widely used bitmapped graphics file format.	Some TIFF documents may contain layers. TIFF layers are not currently supported by Pixelmator, but the application is able to open such TIFF image in a merged layers mode.
JPEG	Short for Joint Photographic Experts Group, JPEG is a popular image file format that lets you create highly compressed graphics files. The amount of compression used can vary. Less compression results in the higher-quality image. JPEG files usually have the ".jpg" extension.	Pixelmator offers full support for saving and opening JPEG images.
JPEG 2000	Short for Joint Photographic Experts Group 2000, JPEG 2000 is a wavelet-based image compression format. It is not as popular as JPEG.	Pixelmator can open and save JPEG 2000 images.
PNG	Short for Portable Network Graphics, PNG is a bitmapped graphics file format that has been approved by the World Wide Web Consortium to replace patented GIF files.	Pixelmator offers full support for saving and opening PNG images.

Extension	Description	Notes
PDF	Short for Portable Document Format a PDF file can contain a single image or multiple pages and images.	You can open and save PDF documents in Pixelmator.
GIF	Short for Graphics Interchange Format, GIF is the file format mainly used to display indexed-color images in websites.	Pixelmator offers full support for opening GIF images though the application can not play GIF animations.
BMP	Microsoft Windows bitmap	
SGL	Iris RGB picture	
TGA	Truevision Targa Image	
AVS	AVS X image	
Kodak Cineon	Kodak Cineon Image Format	
DCX	ZSoft IBM PC multi-page Paintbrush image	
DIB	Microsoft Windows Device Independent Bitmap	
DPX	SMPTE Digital Moving Picture Exchange 2.0 (SMPTE 268M-2003)	
EPDF	Encapsulated Portable Document Format	
EPI	Adobe Encapsulated PostScript Interchange format	
EPS	Adobe Encapsulated PostScript	
EPS2	Adobe Level II Encapsulated PostScript	
EPSF	Adobe Encapsulated PostScript	
EPSI	Adobe Encapsulated PostScript Interchange format	

Extension	Description	Notes
EPT	Adobe Encapsulated PostScript Interchange format with TIFF preview	
FAX	Group 3 TIFF	
FITS	Flexible Image Transport System	
GRAY	Raw gray samples	
JNG	Multiple-image Network Graphics	
Magick	Magick image file format	
MONO	Bi-level bitmap in least-significant-byte first order	
MNG	Multiple-image Network Graphics	
MPC	Magick Persistent Cache image file format	
MTV Raytracing	MTV Raytracing image format	
OTB	On-the-air Bitmap	
PALM	Palm pixmap	
PAM	Common 2-dimensional bitmap format	
PBM	Portable bitmap format (black and white)	
Photo CD	Photo CD	
PCL	HP Page Control Language	
PCX	ZSoft IBM PC Paintbrush file	

Note About Other File Formats Compatibility

Pixelmator is built on open source technology called ImageMagick. It is a sophisticated foundation to provide you with the support of more than 100 different file formats.

ImageMagick is used as a base to support all the file formats in the list above. It can read, convert and write images in a variety of formats.

However, not all file formats use the ImageMagick foundation. Support for the most popular file formats such as PSD, JPEG, JPEG-2000, TIFF, GIF, PNG, PDF, PXM and some others is provided by Apple frameworks or created by the Pixelmator Team developers.

For more information about the ImageMagick, please visit the website at www.imagemagick.org.

Chapter 23: Printing

Printing using Pixelmator is the same as printing using almost any Mac application.

This chapter provides information about printing from Pixelmator.

This chapter covers:

- Printing Images

Printing Images

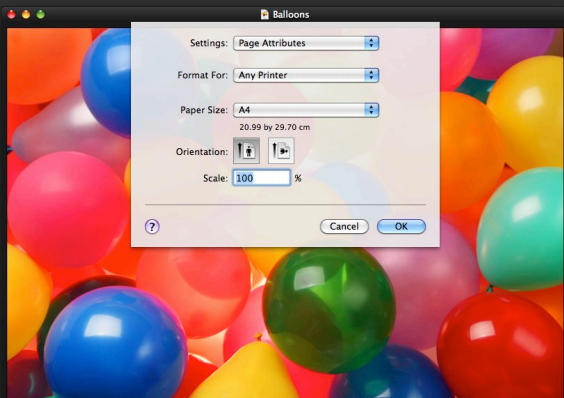
Pixelmator and Mac OS X provide you with tools to print your image in various layouts. You can set the paper size and orientation, preview the image before printing and finally print it.

Set the Paper Size and Orientation

Before you print, you should make sure the paper size and orientation are set the way you want by opening the Page Setup dialog.

To set paper size and orientation:

1. Choose **File > Page Setup**.
2. In the Page Setup dialog, choose the printer you will use from the "Format for" pop-up menu.
3. Choose a standard paper size from the Paper Size pop-up menu. You can also set a custom paper size. See Mac OS X help for more information about that.
4. Select an orientation option using one of the buttons at the bottom of the Page Setup dialog.



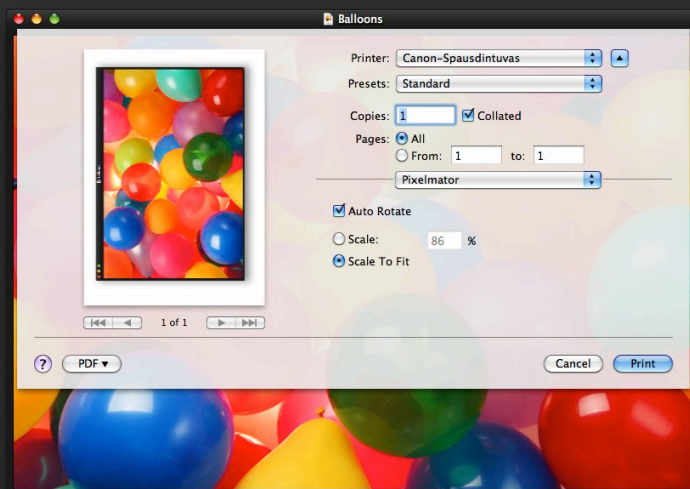
Preview Image Before Printing It

To make sure everything is laid out the way you expect, it's a good idea to preview a document onscreen before you print it.

To preview a document for printing:

1. Choose **File > Print**.
2. Click the Preview button in the Print dialog. Preview shows what images will look like when printed.
3. Click **Print** to print your document directly from the Preview window.

For information about using Preview, see Preview Help. Choose **Help > Preview Help** when the Preview application is launched.





Lightning Effect - Created by Rimas Mickevicius

Part IX: Automating Tasks

Using powerful Pixelmator actions in Automator, you can quickly enhance, resize, or transform your images, add any special effects or even export your images to over 100 different file formats. You can do that to as many images at one time as you wish.

Chapter 24 Automator Support

Chapter 24: Automator Support

Pixelmator includes Automator actions for converting, resizing, enhancing and adding special effects.

This chapter provides an introduction to Automator actions.

This chapter covers:

- About Automator
- Automator Actions Overview

About Automator

Automator is a Mac OS X application that creates workflows for automating repetitive tasks.

Individual steps called actions can be assembled into a complete task by dragging actions into an Automator workflow. You can run your completed workflows repeatedly and even share them with others.

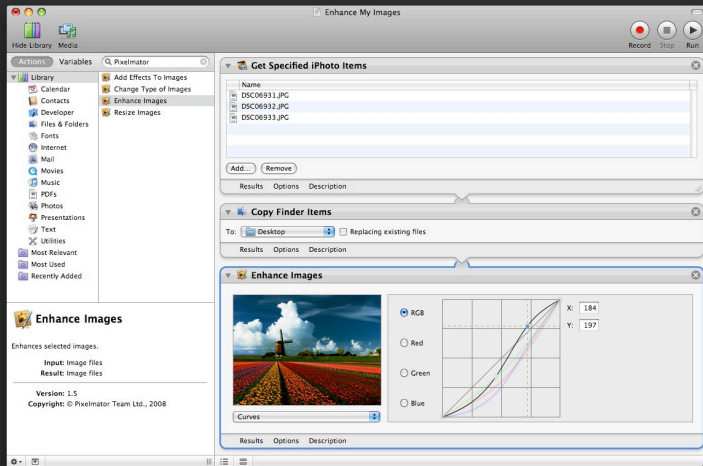
Actions are the building blocks for creating workflows. Pixelmator includes Automator actions for converting, resizing, enhancing and adding special effects.

For more information about how to use the Automator application, see the Automator Help.



Automator Actions Overview

Using powerful Pixelmator actions in Automator, you can quickly enhance, resize, watermark, or transform your images, add any special effects or even export your images to over 100 different file formats. You can do that to as many images at one time as you wish.



Enhance Action

Enhance action offers over 16 color correction tools. Enhance action enhances selected images using color correction tools similar to those available in Pixelmator:

- Levels
- Auto Enhance
- Curves
- Color Balance
- Brightness and Contrast

- Hue and Saturation
- Desaturate
- Colorize
- Replace Color
- Channel Mixer
- Exposure
- Invert
- Equalize
- Threshold
- Posterize

Add Effects to Images Action

Special Effects action allows you to add over 130 Core Image-powered filters to selected images. Add Effects to Images action includes:

- Distortion filters that include Bump, Bump Linear, Circle Splash, Circular Wrap, Displacement, Glass, Glass Lozenge, Hole, Pinch, Torus Lens, Twirl and Vortex.
- Blur filters that include Box, Gaussian, Motion, Noise Reduction, Zoom, Median.
- Sharpen filters that include Sharpen Luminance, Unsharp Mask.
- Stylize filters that include Bloom, Crystalize, Edge Work, Edges, Gloom, Height Field From Mask, Hexagonal Pixellate, Line Overlay, Pixellate, Pointillize, Shaded Material, Spot Color, Spot Light, Comic Effect.

- Halftone filters that include Circular Screen, CMYK Halftone, Dot Screen, Hatched Screen and Line Screen.
- Tile filters that include Affine Clamp, Affine, Eightfold Reflected, Fourfold Reflected, Fourfold Rotated, Fourfold Translated, Glide Reflected, Kaleidoscope, Op, Parallelogram, Perspective, Sixfold Reflected, Sixfold Rotated, Triangle and Twelfefold Reflected.
- Color filters that include Color Map, Color Monochrome, Gamma Adjust, Sepia Tone, False Color and Mask to Alpha.
- Generator filters that include Checkerboard, Lenticular Halo, Star Shine, Stripes, Sunbeams, Constant Color and Random Generator.
- Transition filters that include Bars Swipe, Copy Machine, Flash, Mod, Page Curl, Ripple and Swipe.

Fit Images Action

Fit Images action resizes images to the constrained size.

Scale proportionally option must be checked if there is a need to keep the dimension ratio of an image unchanged.

Crop Images Action

Crop Images action crops supported images to the specified dimensions.

Use Relative mode to add or subtract from the image's current canvas size and set the Anchor to indicate where to position the existing image on the new canvas.

Trim Images Action

Trim Images action allows to crop images using transparent, top-left, or bottom-right pixels as a reference.

This action is similar to Crop Images. Transparent or solid color areas that surround the image are cut off automatically.

Watermark Images Action

Watermark Images action allows you to place visible watermarks on your images.

Watermarks are semi-transparent markings often placed on an image to identify its owner. You can choose the position of the watermark in your image.

Change Type of Images Action

Change type of images action allows conversion of over 100 still image file formats supported by Pixelmator. For more information about what file formats are supported, please see Chapter 22.

See Automator Help for more information about how to use the application and its actions.



Flying Girl - Created by Fabio Sasso

Appendix A: Keyboard Shortcuts

You can use the keyboard to perform many of the Pixelmator menu commands and tasks.

A List of Keyboard Shortcuts

You can use your keyboard, mouse, and trackpad to quickly accomplish many tasks in Pixelmator. To find the shortcuts for common commands, look in the menus (or see the menu shortcuts below). To complete an action, press the shortcut keys indicated below.

Action	Shortcut
Selecting tools	
Rectangular Marquee	M
Move	V
Elliptical Marquee	Y
Lasso Polygonal Lasso	L
Crop	C
Slice	K
Magic Wand	W
Clone Stamp	S
Pencil	P
Eraser Magic Eraser	E
Brush	B
Gradient	G
Paint Bucket	N
Blur	R
Sharpen	O

Eyedropper	I
Type	T
Hand	H
Zoom	Z
Temporary selecting tools	
Move	Space bar
Duplicate	Move
Hand	Space bar
Eyedropper	Option
Zoom In	Space bar-Command
Zoom Out	Space bar-Option
Viewing Images	
Zoom In	Command-plus sign (+)
Zoom Out	Command-minus sign (-)
Zoom In/Out	Option-Mouse scroll
Horizontal scrolling	Shift-Mouse scroll
Fit image in window	Command-0 or double-click Zoom tool
Magnify 100%	Option-Command-0 or double-click Zoom tool
Show/Hide Rulers	Command-R
Show/Hide Guides	Option-Command-;
Show/Hide Grid	Option-Command-'

Snap guide to the ruler mark	Shift-drag guide
Toggle between Standard screen mode and Full screen mode	F
Toggle between Standard screen mode and Quick Mask mode	Q
Editing images	
Undo last action	Command-Z
Redo last action	Option-Command-Z
Fill with color	Option-Command-F
Fill with Foreground color Hold down Shift to preserve transparency.	Option-Backspace
Fill with Background color Hold down Shift to preserve transparency.	Command-Backspace
Stroke	Shift-Command-O
Invert colors	I
Levels	Command-L
Curves	Command-K
Color Balance	Command-B
Hue/Saturation	Command-U
Desaturate	Option-Command-U
Canvas Size	Option-Command-C
Image Size	Option-Command-I
Color Management	Shift-Command-K

Last Filter	Shift-Command-F
Working with selections	
Constrain to a circle or square	Shift-drag selection
Add to a selection	Shift
Subtract from a selection	Option
Select All	Command-A
Deselect	Command-D
Reselect	Shift-Command-D
Load layer transparency as a selection	Option-Command-L
Inverse selection	Shift-Command-I
Refine selection	Option-Command-R
Copy	Command-C
Copy in a new layer	Command-J
Cut	Command-X
Cut in a new layer	Shift-Command-J
Paste	Command-V
Working with type layers	
Move one character to the left	Left Arrow
Move one character to the right	Right Arrow
Move to the line above	Up Arrow
Move to the line below	Down Arrow

Copy	Command-C
Cut	Command-X
Paste	Command-V
Show/Hide Spelling	Shift-Command-;
Check Spelling	Command-;
Select all text	Command-A or double click type layer thumbnail
Save changes	Command-Return or Escape
Move objects using arrows	
Move layer or selection content with border layer by 1 pixel	Command-Arrows
Move layer or selection content with border by 10 pixels	Shift-Command-Arrows
Move selection border by 1 pixel	Arrows
Move selection border by 10 pixels	Shift-Arrows
Painting	
Switch foreground and background colors	X
Reset foreground and background colors	D
Open brush editor sheet	Double click on painting tool
Paint straight lines	Shift-click
Paint vertical or horizontal lines	Shift-drag
Navigate through brushes	(,) comma sign or (.) dot sign
Change brush size	[or]
Change brush hardness	Shift-[or Shift-]

Navigate through gradients	(,) comma sign or (.) dot sign
Cycle gradient modes	[or]
Constrain gradient to 45° angles	Shift-drag gradient
Delete brush in Brushes palette	Option-click brush
Sample Background color	Option-click
Layers	
Transform	Command-F
Commit Transform	Double-click or Enter
Preserve layer transparency	/
Cycle blending modes	Command-plus sign (+) or minus sign (-)
Select all layers	Option-Command-A
Hide other layers	Option-click layer visibility checkbox
Place new layer in the canvas center	Shift-drag image from Finder
Create or release clipping mask	Option-Command-G or Option-click between layers
Merge selected layers	Command-E
Merge layers and paste in a new layer	Option-Command-E
Merge visible layers	Shift-Command-E
Merge visible layers and paste in a new layer	Shift-Option-Command-E
Rename layer	Double-click the layer name
Create new layer	Shift-Command-N
Create new layer (no dialog)	Shift-Option-Command-N

Duplicate layer	Option-drag layer
Select top layer	Option-(.) dot sign
Select next layer	Option-[
Select previous layer	Option-]
Select bottom layer	Option-(,) comma sign
Send to front	Option-Command-]
Bring forward	Command-]
Send backward	Command-[
Send to back	Option-Command-[
Palettes	
Show or hide all palettes	Tab
Reset palettes locations	Shift-Command-R
Tools	Command-1
Tool Options	Command-2
Layers	Command-3
Gradients	Command-4
Brushes	Command-5
Swatches	Command-6
Scratch	Command-7
Photo Browser	Command-8
Colors	Shift-Command-C

Fonts	Command-T
Share	
Print	Command-P
Page setup	Shift-Command-P
Export for Web	Shift-Command-E
General	
Show preferences	Command-(,) comma sign
Pixelmator Help	Command-?
Close window	Command-W
Close all windows	Option-Command-W
Cycle through windows	Command-(`)
Minimize window	Command-M
Minimize all windows	Option-Command-M
Hide Pixelmator	Command-H
Hide Others	Option-Command-H
Quit Pixelmator	Command-Q

