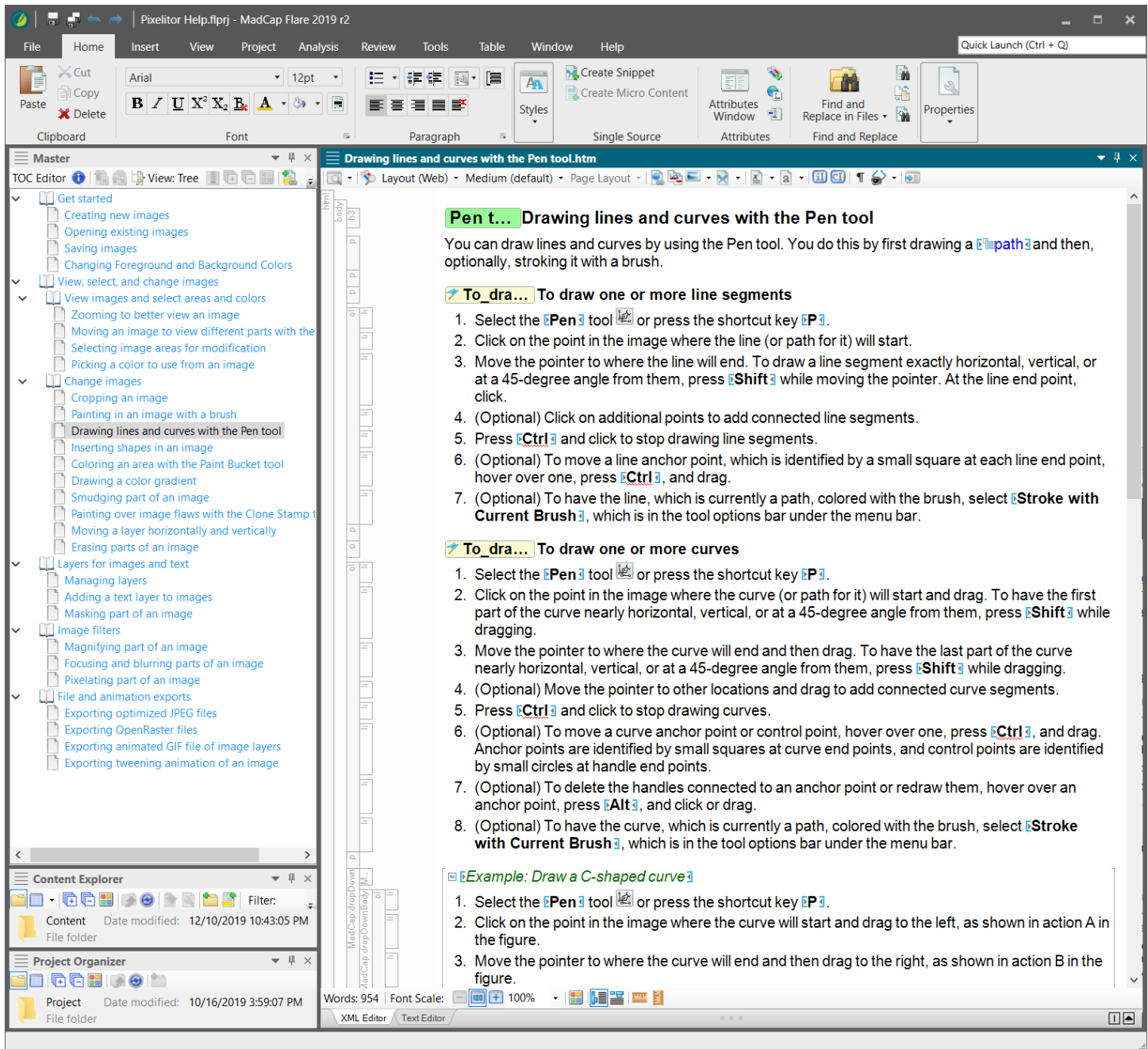


Sample Screenshots from Pixelitor Help System

Sample topic on drawing in MadCap Flare:



Sample output on drawing in a web browser:

Drawing lines and curves with:

file:///C:/Users/Ron Santos/Documents/MadCap Flare Projects/Pixelator Help/Output
80%

Pixelator
Search

Get started

View, select, and change images

View images and select areas and colors

Change images

[Cropping an image](#)
[Painting in an image with the Paint Bucket tool](#)
[Drawing lines and curves with the Pen tool](#)
[Inserting shapes in an image](#)
[Coloring an area with the Paint Bucket tool](#)
[Drawing a color gradient](#)
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[View, select, and change images](#) > [Change images](#) > Drawing lines and curves with the Pen tool

Drawing lines and curves with the Pen tool

You can draw lines and curves by using the Pen tool. You do this by first drawing a [path](#) and then, optionally, stroking it with a brush.

To draw one or more line segments

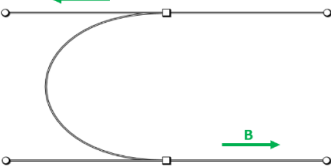
- Select the **Pen tool** or press the shortcut key **P**.
- Click on the point in the image where the line (or path for it) will start.
- Move the pointer to where the line will end. To draw a line segment exactly horizontal, vertical, or at a 45-degree angle from them, press **Shift** while moving the pointer. At the line end point, click.
- (Optional) Click on additional points to add connected line segments.
- Press **Ctrl** and click to stop drawing line segments.
- (Optional) To move a line anchor point, which is identified by a small square at each line end point, hover over one, press **Ctrl**, and drag.
- (Optional) To have the line, which is currently a path, colored with the brush, select **Stroke with Current Brush**, which is in the tool options bar under the menu bar.

To draw one or more curves

- Select the **Pen tool** or press the shortcut key **P**.
- Click on the point in the image where the curve (or path for it) will start and drag. To have the first part of the curve nearly horizontal, vertical, or at a 45-degree angle from them, press **Shift** while dragging.
- Move the pointer to where the curve will end and then drag. To have the last part of the curve nearly horizontal, vertical, or at a 45-degree angle from them, press **Shift** while dragging.
- (Optional) Move the pointer to other locations and drag to add connected curve segments.
- Press **Ctrl** and click to stop drawing curves.
- (Optional) To move a curve anchor point or control point, hover over one, press **Ctrl**, and drag. Anchor points are identified by small squares at curve end points, and control points are identified by small circles at handle end points.
- (Optional) To delete the handles connected to an anchor point or redraw them, hover over an anchor point, press **Alt**, and click or drag.
- (Optional) To have the curve, which is currently a path, colored with the brush, select **Stroke with Current Brush**, which is in the tool options bar under the menu bar.

Example: Draw a C-shaped curve

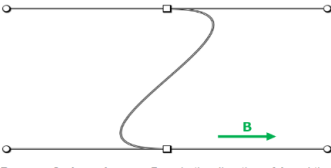
- Select the **Pen tool** or press the shortcut key **P**.
- Click on the point in the image where the curve will start and drag to the left, as shown in action A in the figure.
- Move the pointer to where the curve will end and then drag to the right, as shown in action B in the figure.
- Press **Ctrl** and click to stop drawing the curve.



Draw a C-shaped curve: Drag in the direction of A and then drag in the direction of B

Example: Draw an S-shaped curve

- Select the **Pen tool** or press the shortcut key **P**.
- Click on the point in the image where the curve will start and drag to the right, as shown in action A in the figure.
- Move the pointer to where the curve will end and then drag to the right, as shown in action B in the figure.
- Press **Ctrl** and click to stop drawing the curve.



Draw an S-shaped curve: Drag in the direction of A and then drag in the direction of B

To draw multiple connected line and curve segments

- Draw a line or curve, but, before ending it (by pressing Ctrl and clicking), draw another line or curve. Information on drawing lines is in the subsection on [To draw one or more line segments](#), and information on drawing curves is in the subsection on [To draw one or more curves](#).
- Draw additional lines and curves as needed.
- Press **Ctrl** and click to stop drawing.

To change options for the Pen tool after selecting it

- In the tool options bar under the menu bar, change the options as needed:
 - Mode:** Select one of the following three modes, which each provides different capabilities and controls in the main panel.
 - Build:** Select to draw new lines and curves.
 - Edit:** Select to modify anchor and control points in existing lines and curves. Also, in this mode you can right-click on anchor points to see an associated shortcut menu.
 - Transform:** Select to change the overall size and aspect ratio of existing lines and curves.
 - Show Rubber Band:** Select to temporarily show a line or curve between the last anchor point and the pointer while moving the pointer to create a new line or curve.
 - Convert to Selection:** Select to convert currently drawn paths to selections. Also, this button activates the Selection tool and deactivates the Pen tool. Information on using the Selection tool is available in [Selecting image areas for modification](#).
 - Stroke with Current Eraser:** Select to erase along currently drawn paths using the current Eraser settings. Information on settings for the Eraser tool is available in [Erasing parts of an image](#).
 - Stroke with Current Brush:** Select to color currently drawn paths using the current Brush settings. Information on settings for the Brush tool is available in [Painting in an image with a brush](#).
 - Stroke with Current Smudge:** Select to smudge along currently drawn paths using the current Smudge settings. Information on settings for the Smudge tool is available in [Smudging part of an image](#). Note that at least two colors need to be present on the canvas in order to have one smudge into the other.

Related topic

[Painting in an image with a brush](#)

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Sample topic on layers in MadCap Flare:

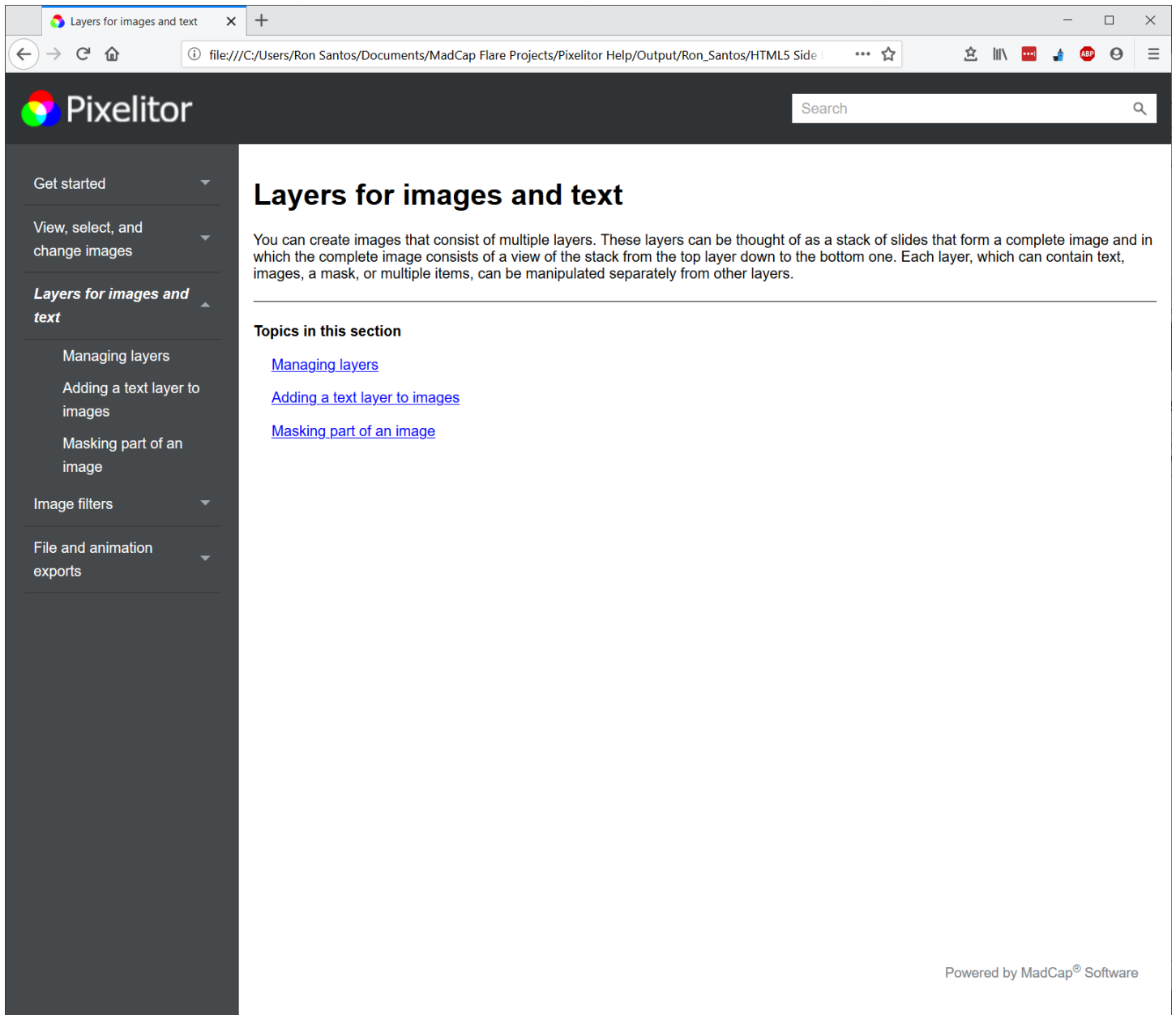
The screenshot displays the MadCap Flare 2019 r2 interface. The top menu bar includes File, Home, Insert, View, Project, Analysis, Review, Tools, Table, Window, and Help. Below the menu is a ribbon with various tool groups: Clipboard (Paste, Cut, Copy, Delete), Font (Arial, 24pt, Bold, Italic, Underline, Strikethrough, Text Color, Background Color), Paragraph (Bulleted List, Numbered List, Indent, Outdent, Paragraph Style), Styles (Create Snippet, Create Micro Content), Single Source (Attributes Window), Find and Replace (Find and Replace in Files), and Properties.

The left sidebar contains the Master TOC Editor, showing a tree structure of topics. The selected topic is "Layers for images and text". Below the TOC is the Content Explorer, showing the "Content" folder with a date modified of 12/10/2019 10:43:05 PM. The Project Organizer shows the "Project" folder with a date modified of 10/16/2019 3:59:07 PM.

The main content area displays the topic "Layers for images and text". The title is "la... Layers for images and text". The text reads: "You can create images that consist of multiple layers. These layers can be thought of as a stack of slides that form a complete image and in which the complete image consists of a view of the stack from the top layer down to the bottom one. Each layer, which can contain text, images, a mask, or multiple items, can be manipulated separately from other layers."

The bottom status bar shows "Words: 71", "Font Scale: 100%", and "XML Editor / Text Editor".

Sample output on layers in a web browser:



The screenshot shows a web browser window with the address bar displaying a file path: `file:///C:/Users/Ron Santos/Documents/MadCap Flare Projects/Pixelitor Help/Output/Ron_Santos/HTML5 Side`. The browser's tab is titled "Layers for images and text". The page features the Pixelitor logo in the top left and a search bar in the top right. A dark sidebar on the left contains a navigation menu with the following items: "Get started", "View, select, and change images", "Layers for images and text" (which is expanded), "Managing layers", "Adding a text layer to images", "Masking part of an image", "Image filters", and "File and animation exports". The main content area has the heading "Layers for images and text" and a paragraph explaining that images can be created with multiple layers, which are stacked from top to bottom. Below this, a section titled "Topics in this section" lists three links: "Managing layers", "Adding a text layer to images", and "Masking part of an image". The footer of the page states "Powered by MadCap® Software".

Layers for images and text

Search

Get started

View, select, and change images

Layers for images and text

- Managing layers
- Adding a text layer to images
- Masking part of an image

Image filters

File and animation exports

Layers for images and text

You can create images that consist of multiple layers. These layers can be thought of as a stack of slides that form a complete image and in which the complete image consists of a view of the stack from the top layer down to the bottom one. Each layer, which can contain text, images, a mask, or multiple items, can be manipulated separately from other layers.

Topics in this section

- [Managing layers](#)
- [Adding a text layer to images](#)
- [Masking part of an image](#)

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Sample topic on masking in MadCap Flare:

The screenshot displays the MadCap Flare 2019 r2 interface. The top menu bar includes File, Home, Insert, View, Project, Analysis, Review, Tools, Table, Window, and Help. Below the menu is a ribbon with tabs for Clipboard, Font, Paragraph, Styles, Single Source, Attributes, Find and Replace, and Properties. The left sidebar contains a Master TOC Editor with a tree view of topics, including 'Masking part of an image'. The main content area shows a sample topic titled 'Masking part of an image.htm'. The topic content includes an introduction to masking, a list of steps to create a mask, and a tip about accessing mask-related operations. The bottom of the interface shows a Content Explorer and a Project Organizer.

Masking part of an image

You can use a mask associated with a [layer](#) to make one or more parts of the layer transparent. When a part, even one with objects in it, is transparent, the layers underneath the part are visible. You create these invisible areas by drawing or painting with black on the mask. Alternatively, you draw or paint with white to make parts of a layer visible.

An advantage of using masks is that they are nondestructive, since the entire original image in a layer is still present. Consequently, a mask can be changed in the future if needed. This differs from some destructive editing techniques in which information in an image is permanently lost.

To mask part of an image in a layer

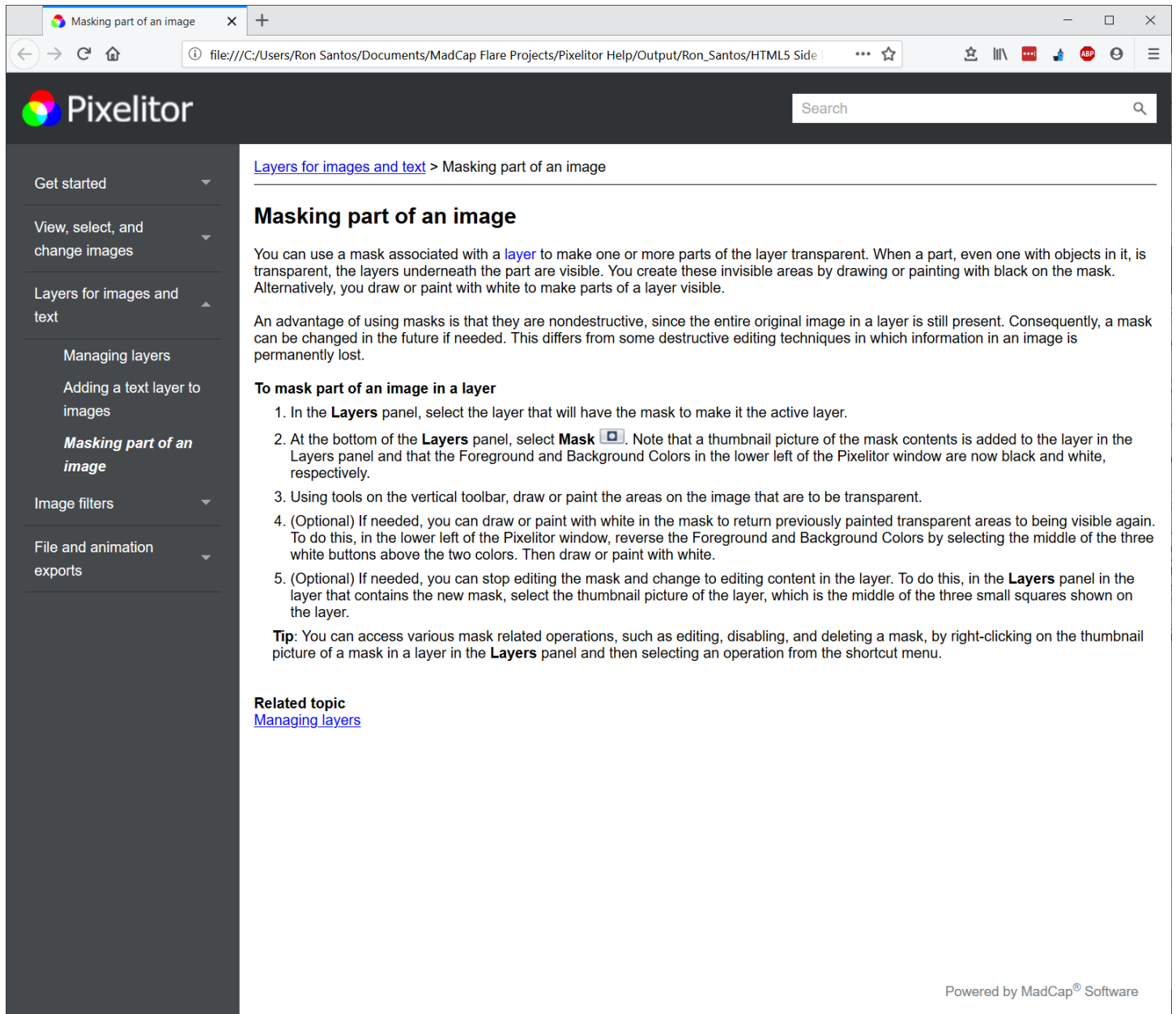
1. In the [Layers](#) panel, select the layer that will have the mask to make it the active layer.
2. At the bottom of the [Layers](#) panel, select [Mask](#). Note that a thumbnail picture of the mask contents is added to the layer in the Layers panel and that the Foreground and Background Colors in the lower left of the Pixelitor window are now black and white, respectively.
3. Using tools on the vertical toolbar, draw or paint the areas on the image that are to be transparent.
4. (Optional) If needed, you can draw or paint with white in the mask to return previously painted transparent areas to being visible again. To do this, in the lower left of the Pixelitor window, reverse the Foreground and Background Colors by selecting the middle of the three white buttons above the two colors. Then draw or paint with white.
5. (Optional) If needed, you can stop editing the mask and change to editing content in the layer. To do this, in the [Layers](#) panel in the layer that contains the new mask, select the thumbnail picture of the layer, which is the middle of the three small squares shown on the layer.

Tip: You can access various mask related operations, such as editing, disabling, and deleting a mask, by right-clicking on the thumbnail picture of a mask in a layer in the [Layers](#) panel and then selecting an operation from the shortcut menu.

Related topic

[Managing layers](#)

Sample output on masking in a web browser:



The screenshot shows a web browser window with the address bar displaying a file path. The browser has several tabs, with the active one titled 'Masking part of an image'. The page content is from the Pixelitor website, which has a dark theme. On the left is a sidebar with navigation links: 'Get started', 'View, select, and change images', 'Layers for images and text' (which is expanded to show 'Managing layers', 'Adding a text layer to images', and 'Masking part of an image'), 'Image filters', and 'File and animation exports'. The main content area is titled 'Masking part of an image' and includes an introduction, an advantage of using masks, a list of steps to mask part of an image, and a related topic link. The footer of the page states 'Powered by MadCap® Software'.

Masking part of an image

file:///C:/Users/Ron Santos/Documents/MadCap Flare Projects/Pixelitor Help/Output/Ron_Santos/HTML5 Side

Pixelitor

Search


[Layers for images and text](#) > Masking part of an image

Masking part of an image

You can use a mask associated with a [layer](#) to make one or more parts of the layer transparent. When a part, even one with objects in it, is transparent, the layers underneath the part are visible. You create these invisible areas by drawing or painting with black on the mask. Alternatively, you draw or paint with white to make parts of a layer visible.

An advantage of using masks is that they are nondestructive, since the entire original image in a layer is still present. Consequently, a mask can be changed in the future if needed. This differs from some destructive editing techniques in which information in an image is permanently lost.

To mask part of an image in a layer

1. In the **Layers** panel, select the layer that will have the mask to make it the active layer.
2. At the bottom of the **Layers** panel, select **Mask** . Note that a thumbnail picture of the mask contents is added to the layer in the **Layers** panel and that the Foreground and Background Colors in the lower left of the Pixelitor window are now black and white, respectively.
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Tip: You can access various mask related operations, such as editing, disabling, and deleting a mask, by right-clicking on the thumbnail picture of a mask in a layer in the **Layers** panel and then selecting an operation from the shortcut menu.

Related topic
[Managing layers](#)

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Sample topic on magnifying in MadCap Flare:

Pixelitor Help.flprj - MadCap Flare 2019 r2

File Home Insert View Project Analysis Review Tools Table Window Help Quick Launch (Ctrl + Q)

Paste Cut Copy Delete Arial 18pt B U X² X₂ A

Clipboard Font Paragraph Single Source Styles Create Snippet Create Micro Content Attributes Window Find and Replace in Files Find and Replace Properties

Master TOC Editor View: Tree


- Get started
 - Creating new images
 - Opening existing images
 - Saving images
 - Changing Foreground and Background Colors
- View, select, and change images
 - View images and select areas and colors
 - Zooming to better view an image
 - Moving an image to view different parts with the
 - Selecting image areas for modification
 - Picking a color to use from an image
- Change images
 - Cropping an image
 - Painting in an image with a brush
 - Drawing lines and curves with the Pen tool
 - Inserting shapes in an image
 - Coloring an area with the Paint Bucket tool
 - Drawing a color gradient
 - Smudging part of an image
 - Painting over image flaws with the Clone Stamp tool
 - Moving a layer horizontally and vertically
 - Erasing parts of an image
- Layers for images and text
 - Managing layers
 - Adding a text layer to images
 - Masking part of an image
- Image filters
 - Magnifying part of an image**
 - Focusing and blurring parts of an image
 - Pixelating part of an image
- File and animation exports
 - Exporting optimized JPEG files
 - Exporting OpenRaster files
 - Exporting animated GIF file of image layers
 - Exporting tweening animation of an image

Magnifying part of an image.htm

Layout (Web) Medium (default) Page Layout

filter... Magnifying part of an image

You can magnify part of an image, such as a part you want to emphasize, by using the Lens filter. An example output of this filter is provided here.



To magnify part of an image

- With an image open and visible, select **Filter** > **Distort** > **Lens Over Image**.
- Change the filter settings as needed:
 - Center**: Change the horizontal and vertical position of the focused area by using the sliders or entering values between 0 and 100 in the associated text boxes.
 - Radius**: Change the horizontal and vertical size of the lens by using the sliders or entering values between 0 and 2,432 in the associated text boxes.
 - Refraction Index (%)**: Change the amount of magnification used in the lens by using the slider or entering a value between 100 and 300 in the associated text box.
 - Interpolation**: Select the interpolation method used to calculate the effect of the lens. The Bilinear method produces a better lens effect but takes longer to calculate, and the Nearest Neighbor method produces a slightly lower quality lens effect but is faster to calculate.
 - Show Original**: Select to temporarily see the original image without the effect of the filter.
 - Randomize Settings**: Select to use random values generated by Pixelitor for the filter's settings.
 - Reset All**: Select to return the filter's settings to the default values used by Pixelitor.
- Select **OK**.

Related topic

Words: 246 | Font Scale: 100% | XML Editor | Text Editor

Sample output on magnifying in a web browser:


Magnifying part of an image

file:///C:/Users/Ron Santos/Documents/MadCap Flare Projects/Pixelitor Help/Output/Ron_Santos/HT

90%

...

☆



Search

Get started

View, select, and change images

Layers for images and text

Image filters

Magnifying part of an image

Focusing and blurring parts of an image


Pixelating part of an image

File and animation exports

Image filters > Magnifying part of an image

Magnifying part of an image

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 - Show Original**: Select to temporarily see the original image without the effect of the filter.
 - Randomize Settings**: Select to use random values generated by Pixelitor for the filter's settings.
 - Reset All**: Select to return the filter's settings to the default values used by Pixelitor.
- Select **OK**.

Related topic

[Focusing and blurring parts of an image](#)

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