



ARTIPIC

Artipic **Image Editing System**

User Manual

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Introduction

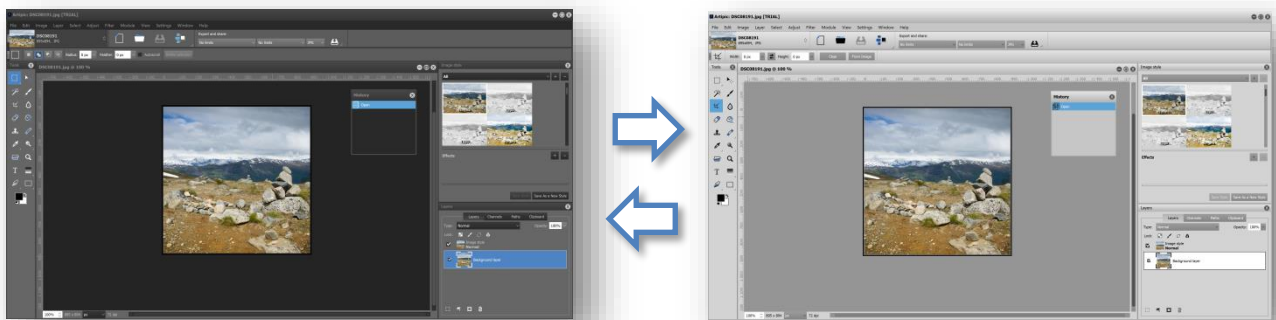
Welcome to Artipic! Artipic is a state-of-the-art image editing system that allows you to easily manipulate and distribute your great pictures and photos.

Artipic provides a modern, intuitive and easy to use graphics user interface (UI). Artipic follows de-facto industry standards, so if you have ever worked with any popular image editing products (e.g. Adobe™ family), you will find Artipic absolutely familiar.

Getting Started

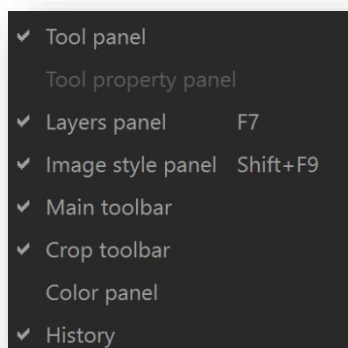
After installed, Artipic is automatically configured and ready to use.

The only thing may worth adjusting before start is the UI theme and language. If you want a change from our stylish dark UI, just switch to the lighter theme and enjoy brilliant image editing capabilities with visuals to suit you:



Click “Settings > Preferences” menu item or press F11. Then set the theme and language in “GUI Settings” section. Please note that the new theme will be applied after you restart Artipic.

It is also recommended to setup the panels’ appearance:



Click “Window” menu item and choose panels to show / hide.

Functionality Worth Paying Attention

- **Rich set of tools for painting and transformations.** Set of brushes with various geometry and shapes. Blur brush. Healing tools. Custom brushes. Gradient fills. Stamp. Crop. Various transformations.



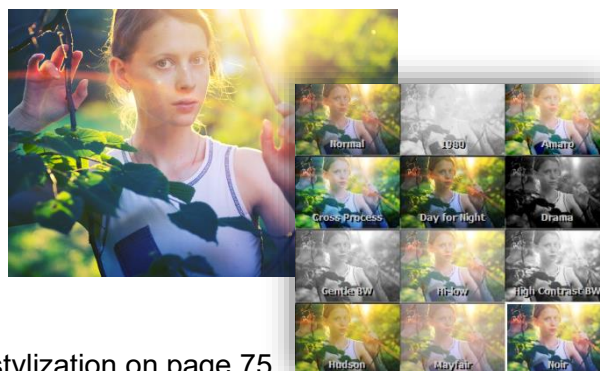
See [3. Tools](#) on page 57 and [2.2.3. Transformation](#) on page 25.

- **Image adjustments and filters for retouching.** Quickly and easily working up any kinds of photos, including correcting and improving: blur, shading, sharpen, smoothen, high pass, vignette, diffuse glow, add noise, hue & saturation, brightness & contrast, color balance, exposure, gamma correction, colorizing, tint, color enhancer, color temperature, posterization, desaturation, inversion as well as levels and curves manipulation.



See [2.6. Adjust on page](#) and [2.7 Filters on page](#) 50.

- **Reversible stylization.** Managing presets of effects and applying them to images without affecting the source. The effects are “real-time”, so you can continue editing picture (painting, etc.) with the effects constantly applied.



See [4.1. Reversible stylization](#) on page 75.

- **Batch processing.** Applying transformations and effects to multiple images in various formats.



See [4.2. Batch processing](#) on page 79.

- **Selection management.** Selecting areas, parts of images, sets of colors. Magic wand. Combinations: adding, subtracting, intersecting and excluding.
See [3.2. Selection tools](#) on page 58 and [3.6. Magic Wand tool](#) on page 58.
- **Layers and masks for composing.** Processing selected parts of the image, mixing layers in different modes with applying masks.
See [2.4. Layer operations](#) on page 29.
- **Export and Share.** Setting up target destination parameters and limitations (e.g. image dimensions and size on disk) and applying them to images.
See [1.1.3. Export Panel](#) on page 11.
- **Wide range of image formats.** All popular image file formats. Color profiles. RAW formats of a wide range of well-known camera manufacturers. RAW converter.
See [9. Image formats supported](#) on page 100.

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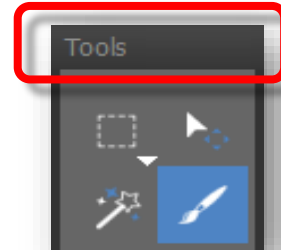
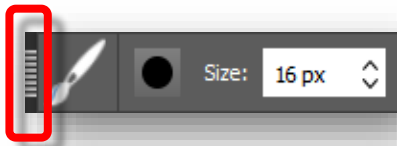
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1 Using the system

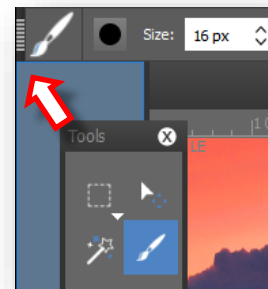
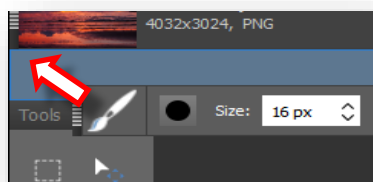
The system is presented by the main menu, documents and adjustable instruments: toolbars and panels.

The document presentation area can show either one or several documents (images) at a time. It works as a multi document interface, so all images can be arranged as desired.

Both toolbars and panels can operate in a floating (undocked) or docked modes. They can be docked / undocked by dragging them over the screen. The drag area for a toolbar is a handler on the left-hand side, for a panel – the caption on the top:



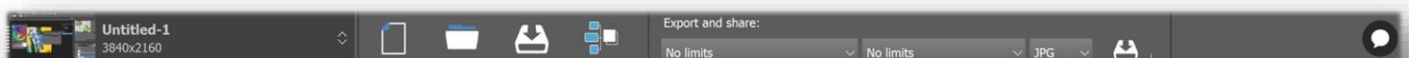
Note. If working on MS Windows OS, to make it easier for you to dock the adjustable instruments, the system highlights the area for every instrument to be docked while being dragged:



In addition to that, the panels can be quickly docked / undocked by double-clicking on the caption.

1.1 Main toolbar

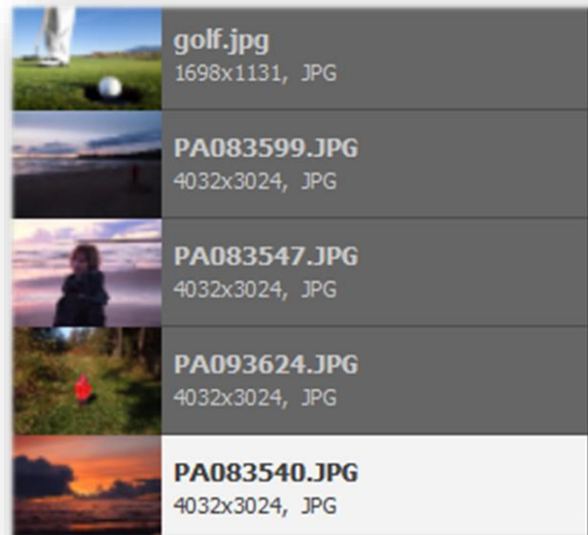
The main toolbar can be docked to the top of the application window.



The toolbar consists of 3 parts: Document List, Input-Output Panel and Export Panel.

1.1.1 Document List

The Document List contains the open documents. You can switch between the documents using the list.



1.1.2 Input-Output Panel

The Panel contains all main buttons to open and store images

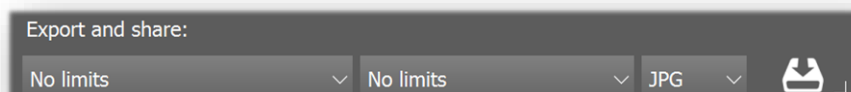


The buttons are:

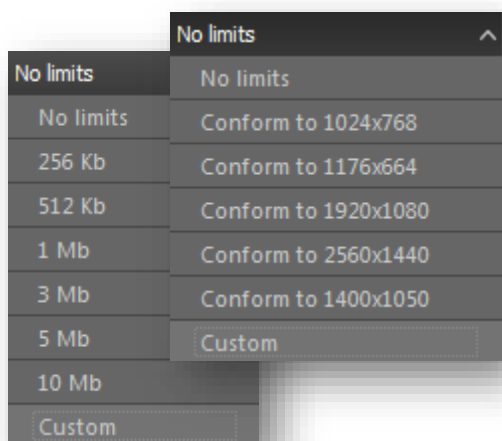
- New file. Creates a new image (see [2.1.1 Creating a new image](#)).
- Open file. Open an existing file (see [2.1.2 Opening an existing file](#)).
- Save. Stores the image to a file (see [2.1.4 Saving an image](#)).
- Batch Processing. Opens a batch processing document (see [4.2 Batch processing](#)).

1.1.3 Export Panel

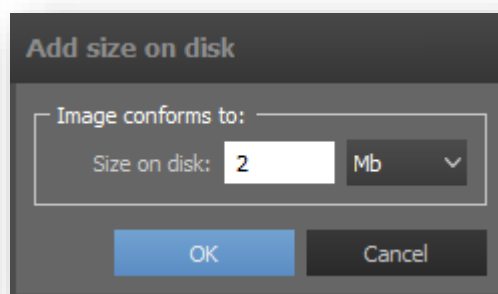
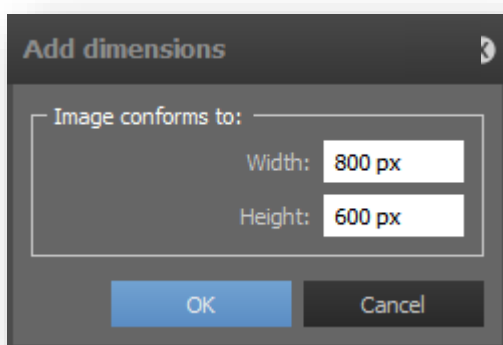
The Panel allows you to reduce an image to the particular parameters (dimensions, size and type).



The first two dropdown boxes define dimensions that the image should conform to and size that the image should not exceed but be as close as possible:



Here you can pick parameters you want or create new ones by clicking “Custom”. The following windows will appear accordingly:



Then you enter required parameters and press OK. The new entry will appear in the list.

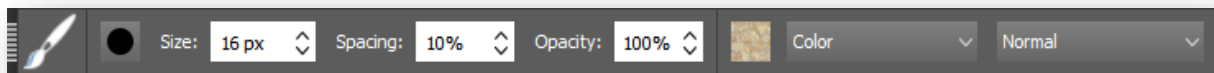
Please note that you can manage the lists of Export and Share parameters in Settings (see [5.6. Export and Share settings](#)).

Please note that the Size on Disk option is only available for image formats that support compression.

Then clicking button  (next to the Image Type dropdown box) you will be asked for a particular place on the disc to store the image.

1.2 Tool Property toolbar

Tool Property toolbar can be docked on the top of the main window – above or below the main toolbar. Tool Property toolbar contains buttons and controls for you to adjust a tool you selected on the Tools panel.



1.3 Tools panel

Tool panel contains all the main tools. It can be docked to the left-hand side of the main window.

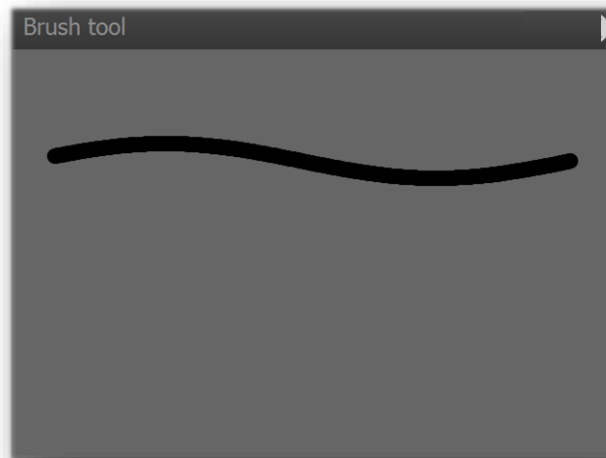


See also [3. Tools](#).

1.4 Tool Property panel

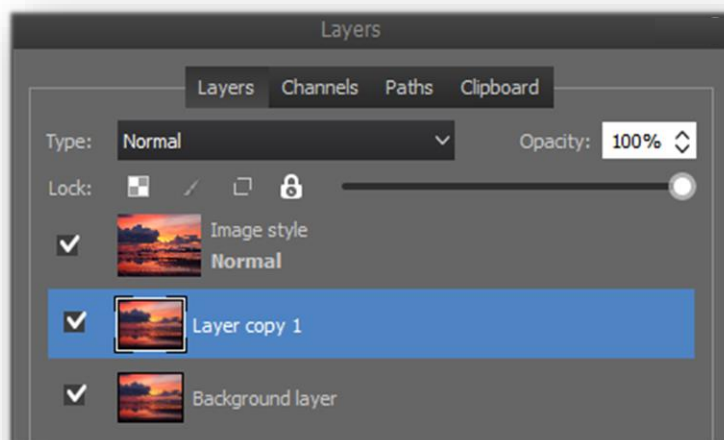
This panel appears when a tool selected in the Tools panel. It contains buttons and controls for you to adjust a tool you selected on the Tools panel (Color picker tool and Zoom tool) and shows type and size of all brushes tools.

Tool Property panel can be docked to the right-hand side of the main window – on the top or bottom of the Layers panel:



1.5 Layers panel

This panel presents layers, channels, paths and clipboard. It can be docked to the right-hand side on the main window – on the top or bottom of the Tool Property panel.



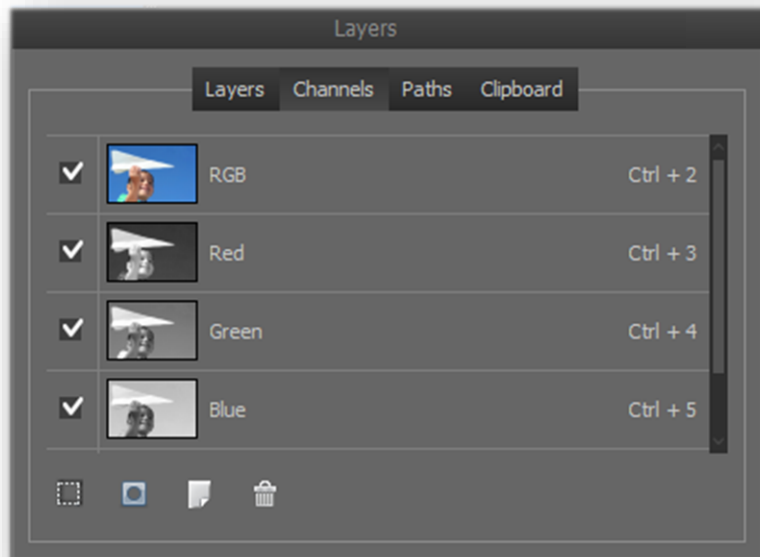
Layers panel contains subsections as follows:

1.5.1 Layers

See [2.4 Layer operations](#).

1.5.2 Channels

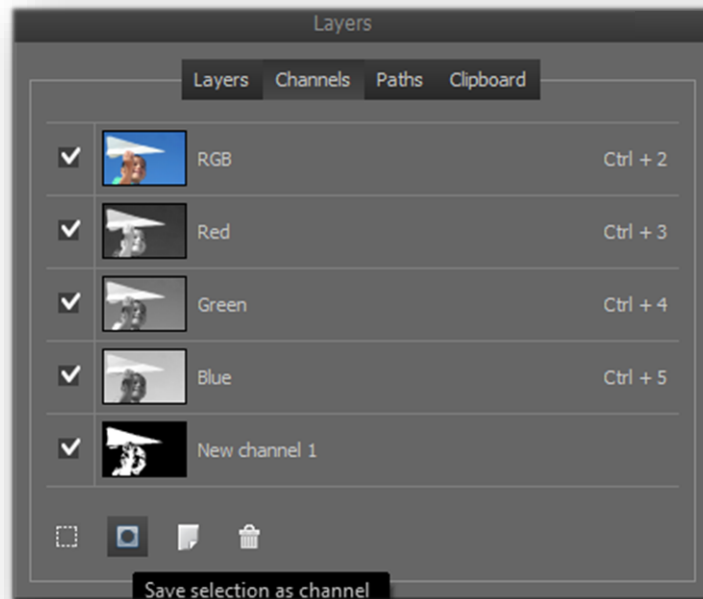
There are 2 types of channels. Color channels are integral components of an image and they graphically represent information about colors. Alpha channels are image areas created with selections tools.



You can save a selection as a channel. Make a selection on the image:



Then click button  “Save selection as a channel”. A new channel will be created:

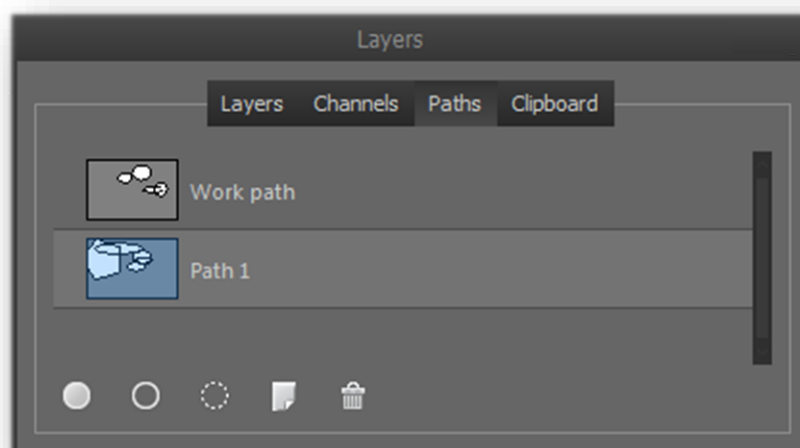


Then you can select this new channel and click button  “Load channel as a selection”. Then the area saved in alpha channel will be applied to the image.

You can also create a new channel by clicking button  “New channel” or remove a channel by clicking button  “Delete channel”.

1.5.3 Paths

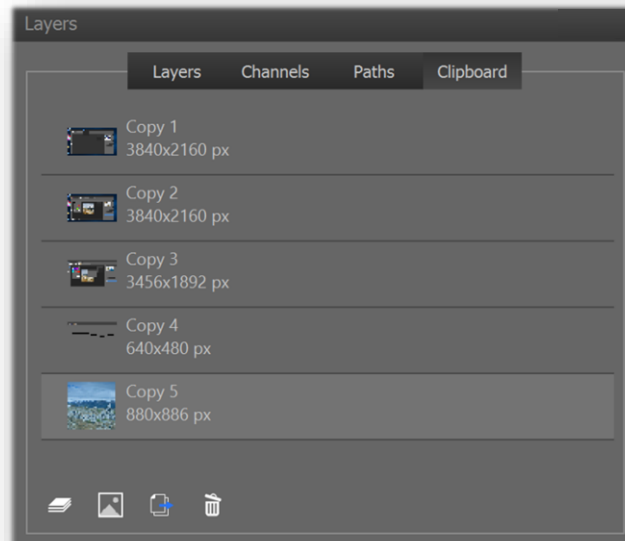
Paths allow you to manage any path created in the system (Vector objects, etc.):



You can change, fill, stroke, create, load and delete paths using the buttons on the bottom of the panel.

1.5.4 Clipboard

Clipboard tab makes it possible to see and manipulate objects ever copied to the clipboard, both internal and from 3rd parties systems:

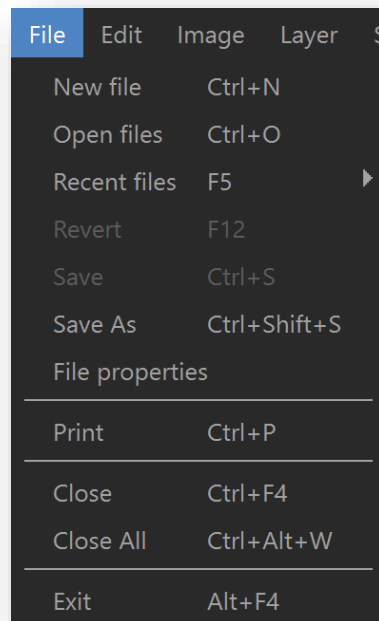


Any item can be inserted as a layer or an image or removed using the buttons on the bottom of the panel.

2 Functionality

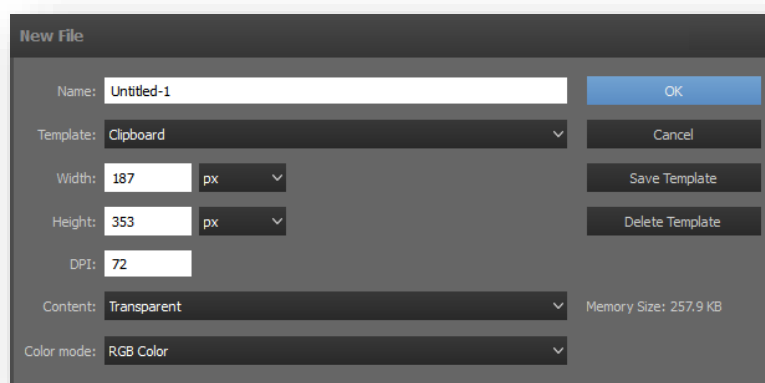
2.1 File menu

Items of File menu are used for creating, opening, closing or saving files, viewing file properties, finding graphics files, viewing the list of available graphics files, and previewing and printing images:



2.1.1 Creating a new image

To create a new image, click “File > New file” menu item or press Ctrl+N.

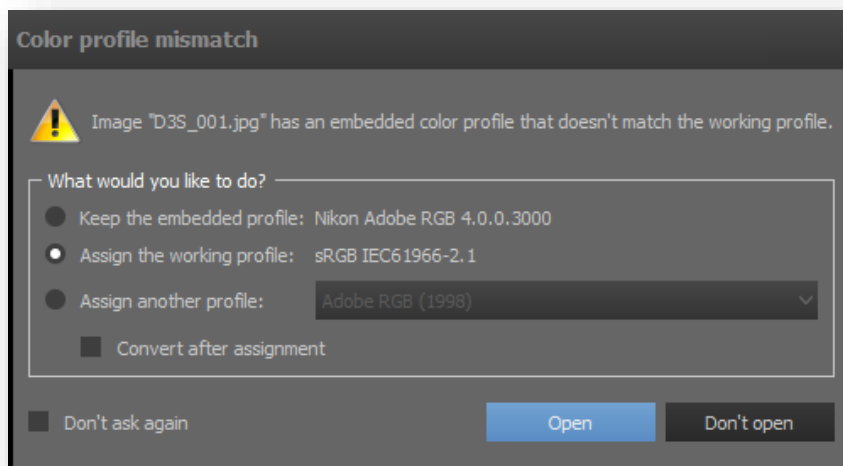


Enter name, width, height and other image parameters. Use DPI field to enter the dots per inch resolution of the new file. Select a type of content in the Content dropdown box and a color mode in the Color Mode dropdown box.

2.1.2 Opening an existing file

To open an existing file, click “File > Open file” menu item or press Ctrl+O. The standard system open file window will appear.

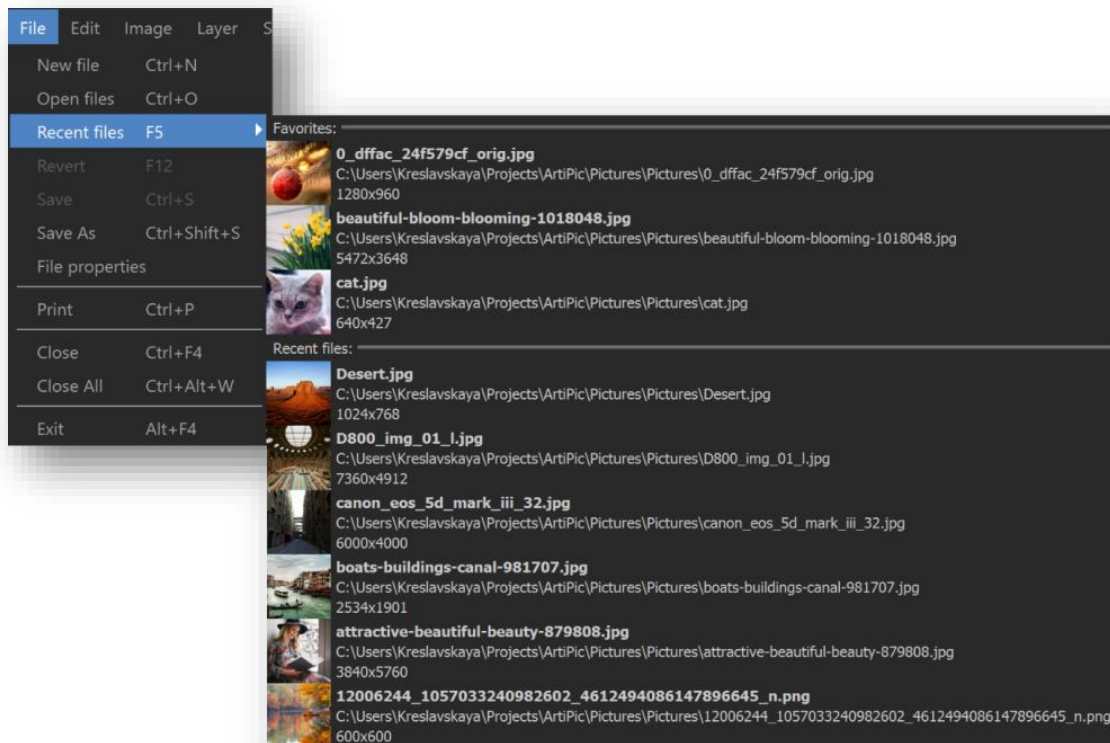
After you selected a file to open and clicked Open button, the system will analyze the image and, depending on the color profile settings (see [5.3. Color management settings](#)) and then it will either open the image directly or will show a window with the color profile settings. For example:



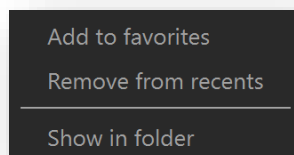
If you do not want this window to appear in the future, switch on “Don’t ask again” checkbox in the bottom for this window. You can change this setting later in Preferences (see [5.3. Color management settings](#)).

2.1.3 Recent files

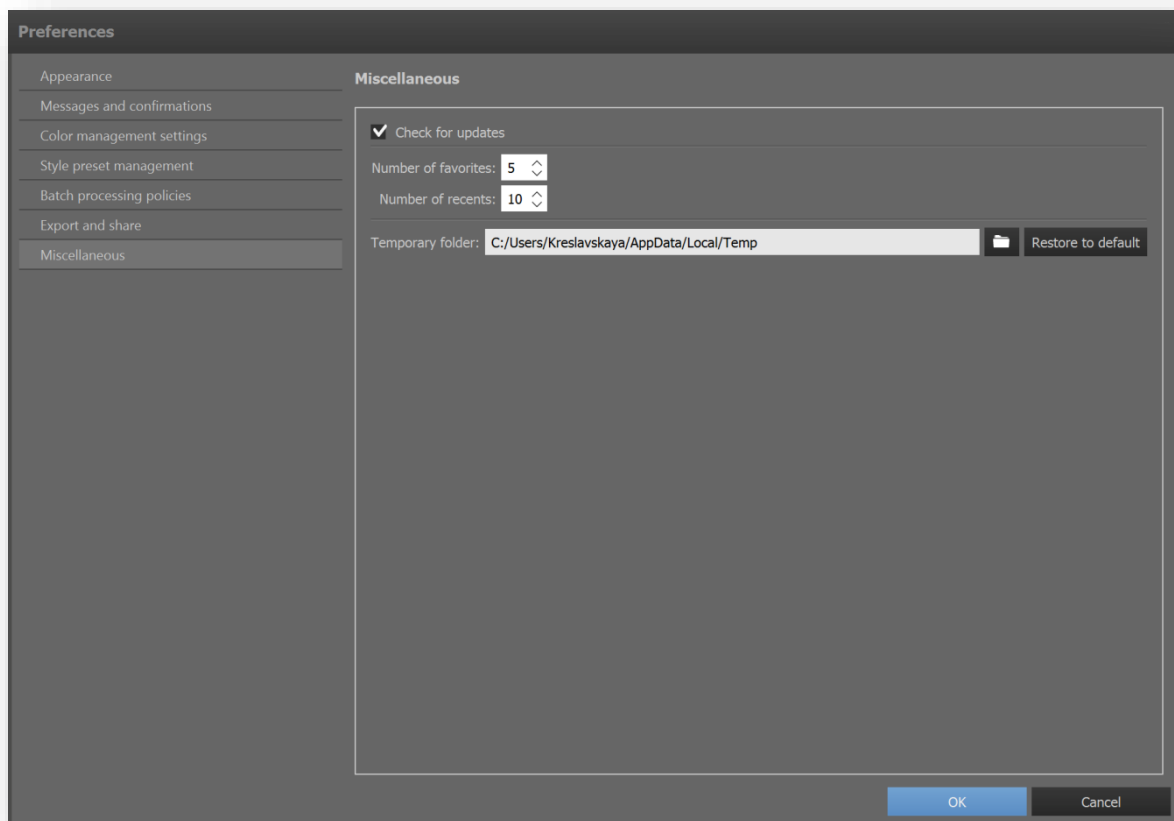
Click “File > Recent files” or press F5 key to open the file list you have recently worked with.



The context menu shows up by right-clicking with your mouse and lets you work with the file list.



The “Recent files” list parametres can be set up by clicking “Settings > Preferences” on the menu item or by pressing F11 key. Then it is possible to change the number of favorite or recent files in the list (maximum 10 for favorite files and maximum 15 for recent ones) in the “Miscellaneous” section.

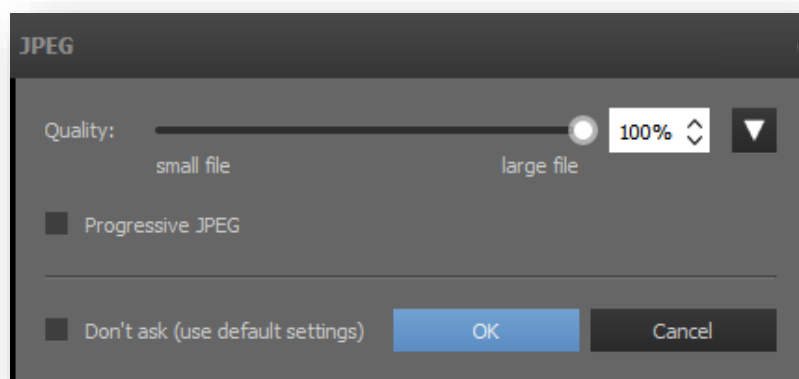


2.1.4 Saving an image

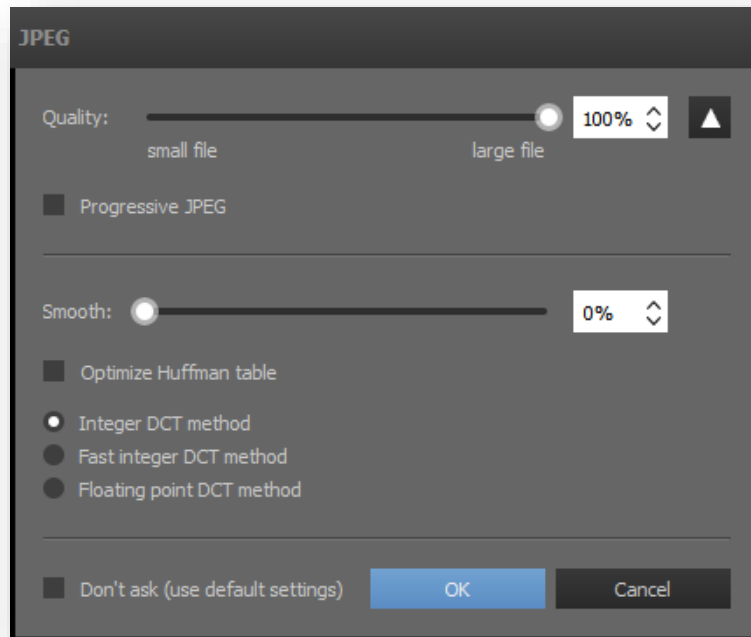
To save the image to the same file, click “File > Save” menu item or press Ctrl+S.

If you want to save the image to a new file, click “File > Save as” menu item or press Ctrl+Shift+S. The system standard save window will appear.

When using “Save As”, the system will check the “Save settings” (see [5.2. Messages and confirmations](#)), and if the image file type is “checked”, a save parameters window will appear. For example:



Note. This window can be extended to see the extra parameters (by clicking  button):



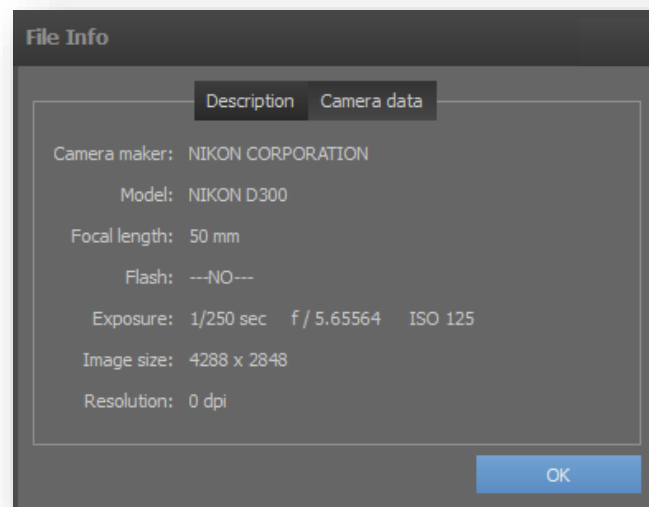
If you do not want this window to appear in the future, switch on “Don’t ask” checkbox in the bottom of this window. You can change this setting later in Preferences (see [5.2. Messages and confirmations](#)).

2.1.5 Closing files

To close an image click “File > Close” menu item or press Ctrl+F4. In order to close all the opened images click “File > Close All” or press Ctrl+Shift+W.

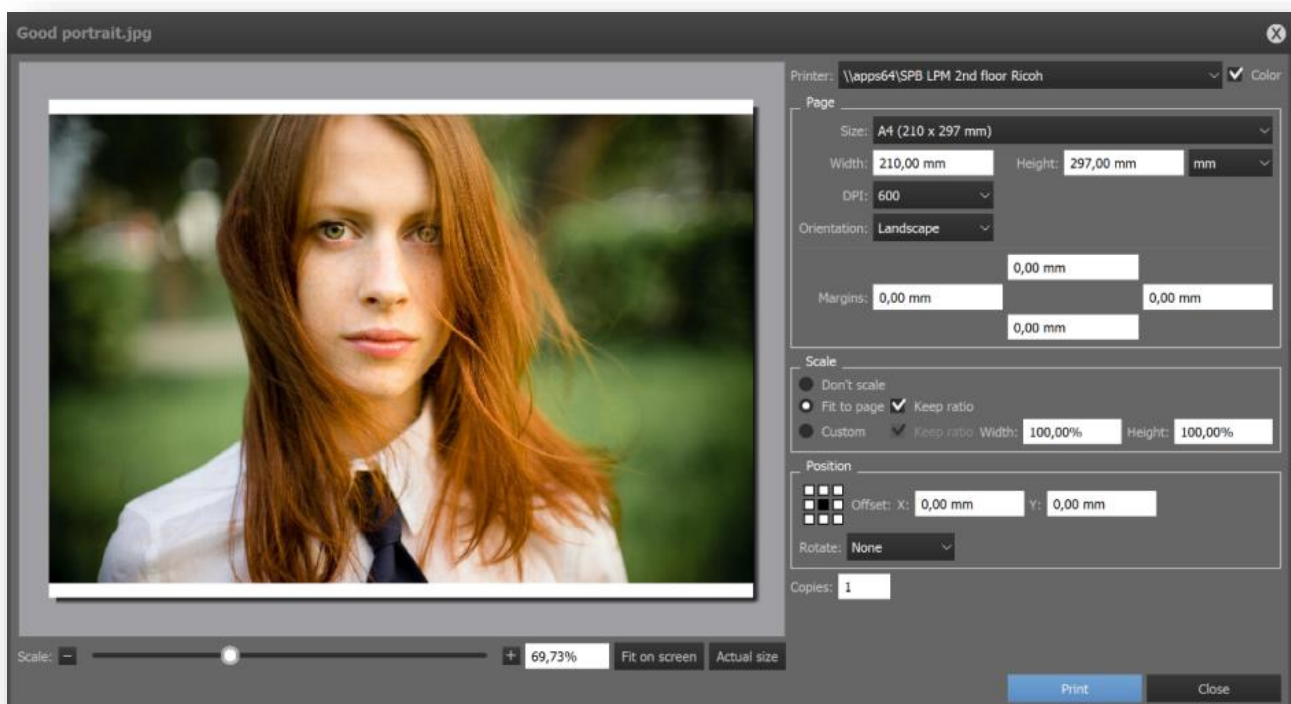
2.1.6 Viewing file properties

You can view image file properties by clicking “File > Properties” menu item:



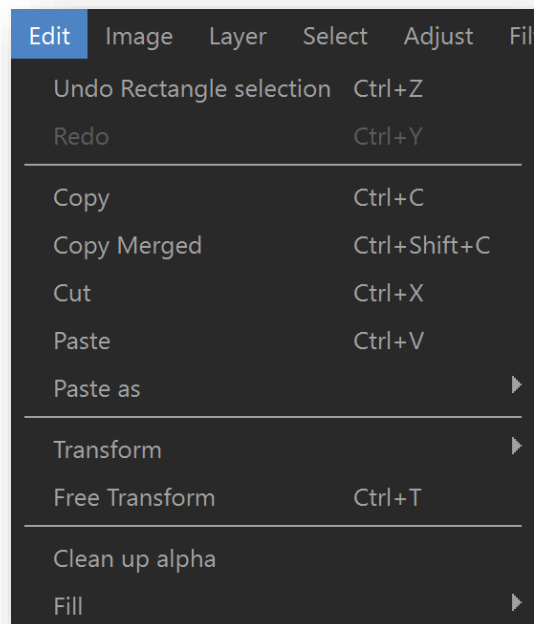
2.1.7 Printing files

Images can be printed out clicking “File > Print” menu item or pressing Ctrl+P. A print window will appear that will allow you to configure a printer, the number of copies, page settings, image zoom and placing on pages.



2.2 Edit menu

Items of the Edit menu are used for editing images:



2.2.1 Undo and Redo

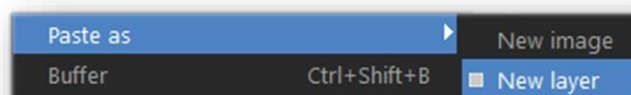
You can cancel your actions clicking “Edit > Undo” menu item or pressing Ctrl+Z. Actions undone can be redone clicking “Edit >Redo” menu item or pressing Ctrl+Y.

2.2.2 Clipboard: Copy, Cut and Paste

Once an image area has been selected, you can place it into the clipboard with removing it from the image with the Cut function (“Edit > Cut” menu item or Ctrl+X) or keeping it with the image with the Copy function (“Edit > Copy” menu item or Ctrl+C). If you use the Copy Merged function (“Edit > Copy Merged” menu item or Ctrl+Shift+C), the final composition of all the layers of the selected image are copied onto the clipboard.

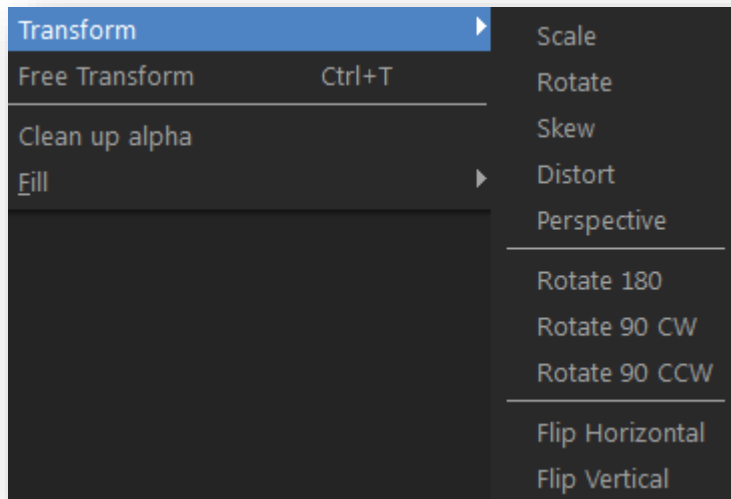
Clipboard content can be pasted onto images using the Paste function (“Edit > Paste” menu item or Ctrl+V).

Using the Paste As function (“Edit > Paste As” menu item) you can choose whether the fragment is to be pasted as a new image or a new layer.

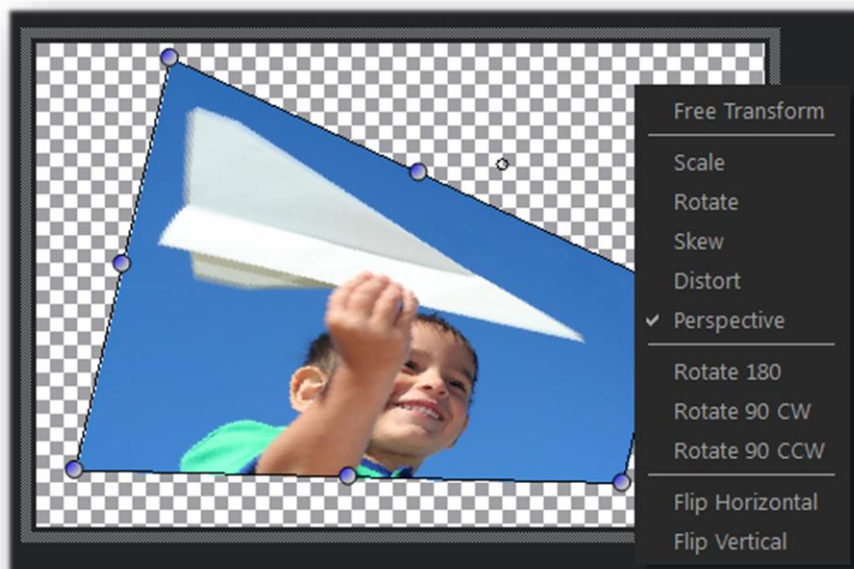


2.2.3 Transformation

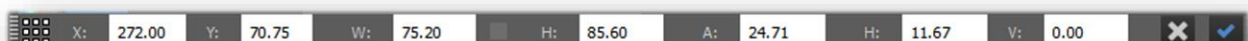
You can transform the image using the Transform function (“Edit > Transform” menu item) by selecting a required action in the submenu:



You can also use Free Transform (“Edit > Free Transform” menu item or Ctrl+T) to manipulate the image:



You can transform the image by dragging the transform pin and use right mouse click to select a particular transformation type. You can control the transformation parameters on the toolbar:



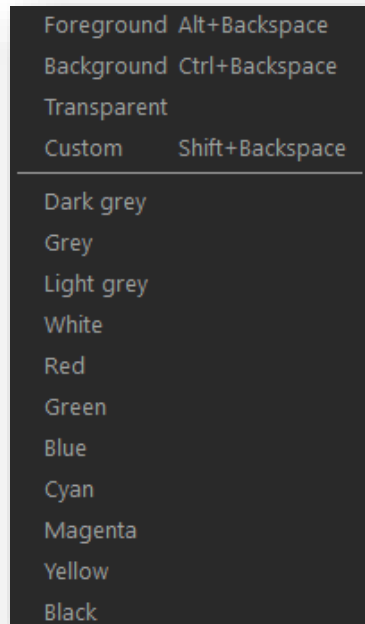
Click button  to commit the free transformation or button  to cancel it. Please note that while Free Transform functionality is running, all other functions will be blocked.

2.2.4 Clean Up Alpha and Clean

Use Clean Up Alpha function for clearing transparency (“Edit > Clean up alpha” menu item) or Clear function for clearing the whole image (“Edit > Clear” menu item).

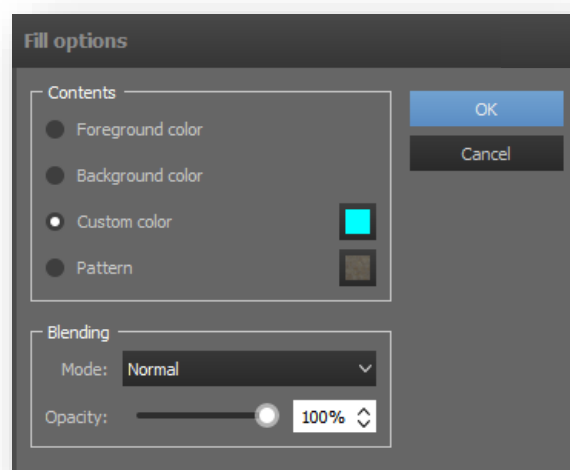
2.2.5 Fill

Use “Edit > Fill” menu item to fill the image with a color out of the list in the additional pull-down:



2.2.6 Fill with a custom color

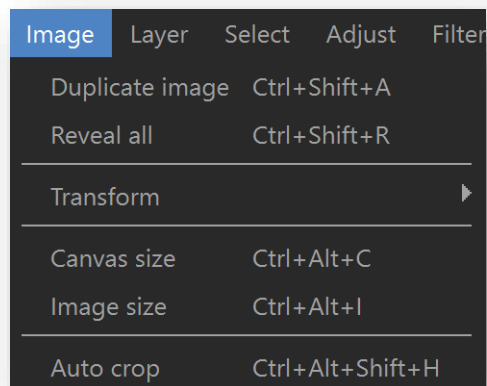
Use “Edit > Fill > Custom” menu item to fill the image with any color or pattern you like. Custom color window will pop up:



Using this custom fill window you can choose any color or pattern as well a blending mode and an opacity level.

2.3 Image menu

Image menu is used for image manipulations:



2.3.1 Duplicate Image

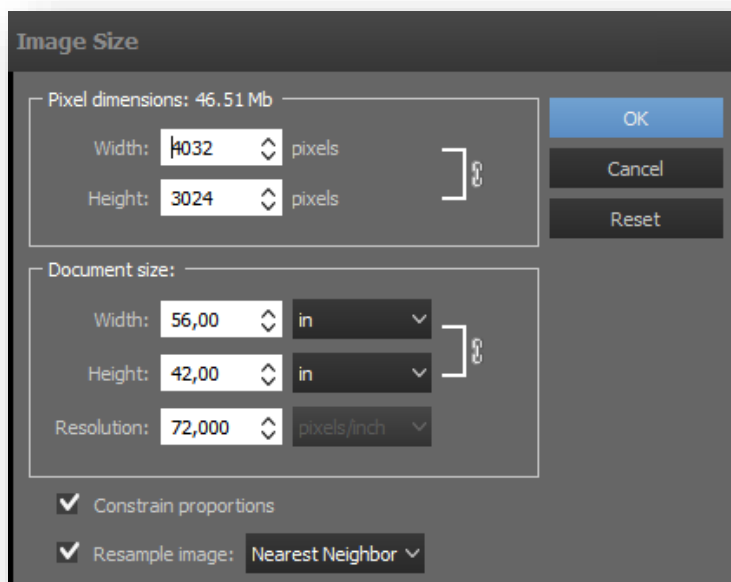
Click "Image > Duplicate Image" menu item or press Ctrl+Shift-A to generate a new image identical to the original one.

2.3.2 Reveal all

Click "Image > Reveal all" menu items or press Ctrl+Shift+R to see what is there on the layer/layers outside of the image canvas.

2.3.3 Image Size

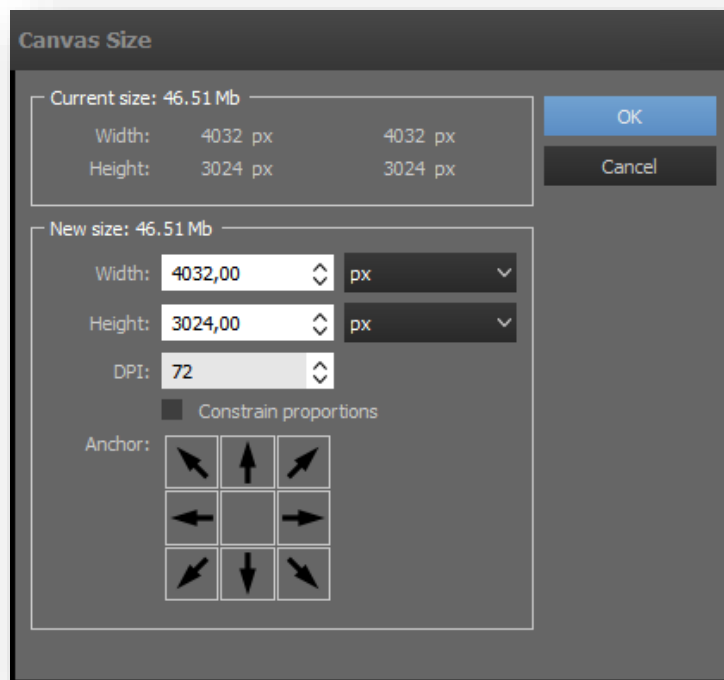
Click "Image > Image Size" menu item or press Ctrl+Alt-I to adjust image sizes:



This window allows changing image sizes with or without saving proportions.

2.3.4 Canvas Size

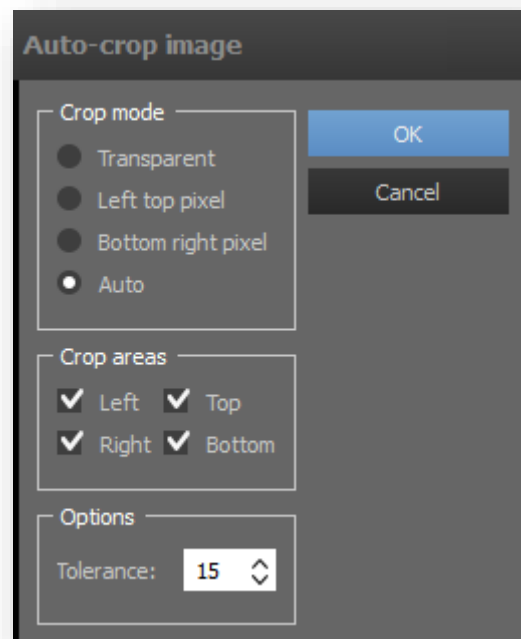
Click "Image > Canvas Size" menu item or press Ctrl+Alt-C to change the image canvas:



Click Anchor place holders to define the image behavior while changing the canvas.

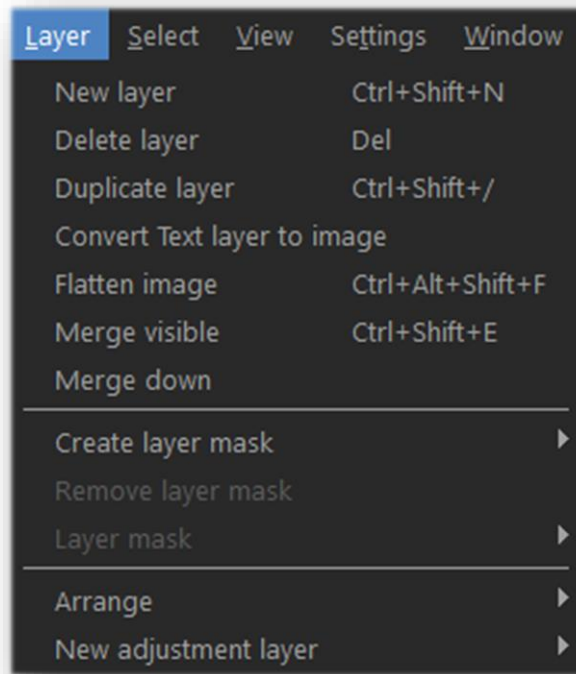
2.3.5 Auto Crop

Click "Image > Auto Crop" menu item or press Ctrl+Alt+Shift+H to automatically crop the image using parameters as presented in the Auto-Crop window:



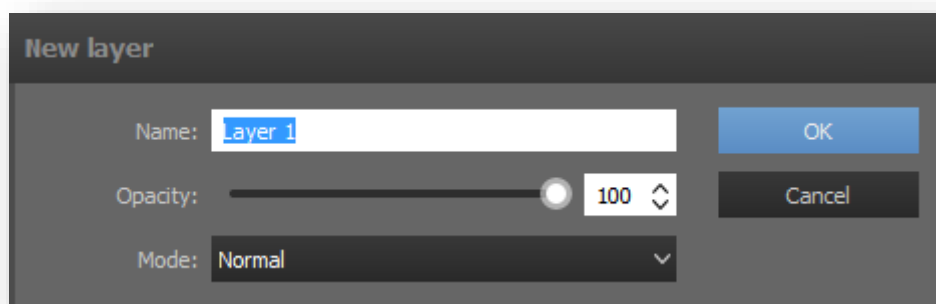
2.4 Layer operations

Items of the Layer menu are used when there is a need for creating, removing or duplicating layers, merging layers, flattening images, creating or removing layer masks, adjusting the color balances, brightness or contrast of layers, etc.



2.4.1 Create a new layer

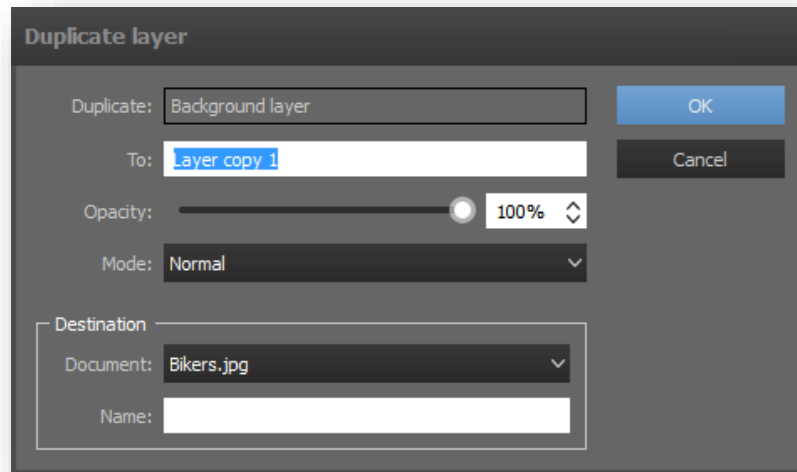
In order to create a new layer click “Layer > New Layer” menu item or press Ctrl+Shift+N. Then specify the parameters of the layer to create:



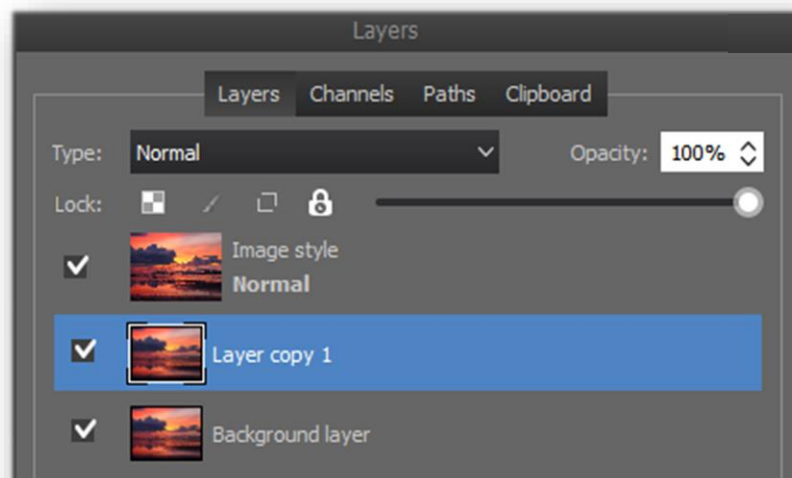
This new layer will appear in the Layers Panel (see [1.5.1 Layers](#)).

2.4.2 Duplicate layers

In order to duplicate a layer, right-click the layer you want to duplicate in the Layers Panel and choose “Duplicate Layer” item in the context menu. The following window will appear:



Then this new layer will appear in the Layers Panel:



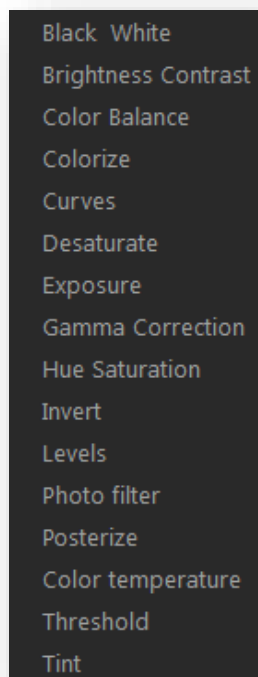
2.4.3 Remove layers

In order to remove a layer, right-click the layer you want to remove in the Layers Panel and choose “Delete Layer” item in the context menu.

Please note that you can undo removing layers by using Undo operation.

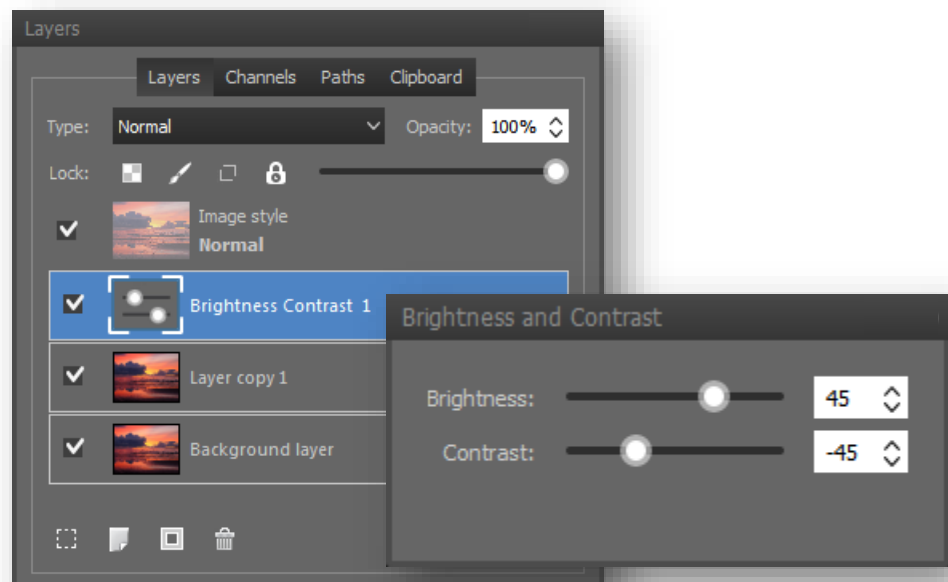
2.4.4 Adjustment layer

In order to create a new adjustment layer, select the desired layer in the layers Panel with a mouse click and then click “Layer > New Adjustment Layer” menu item and specify the way of adjustment by selecting an item in the submenu:



When you click the item, a corresponding adjustment window will appear. See also [2.6 Adjust](#)

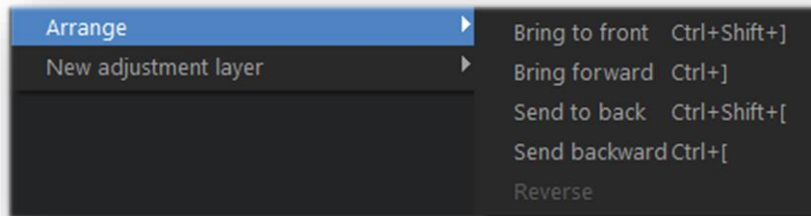
Let's assume you choose "Brightness and Contrast" adjustment layer. The system will create a new layer called "Brightness and Contrast" and will open the Brightness and Contrast adjustment panel:



Then you can adjust brightness and contrast of the layer using the panel. The adjustment will be applied live. When you click to another place of the system, the panel will disappear. To modify the adjustment layer parameters right-click on the layer and choose "Edit adjustment" menu item.

2.4.5 Arrange layers

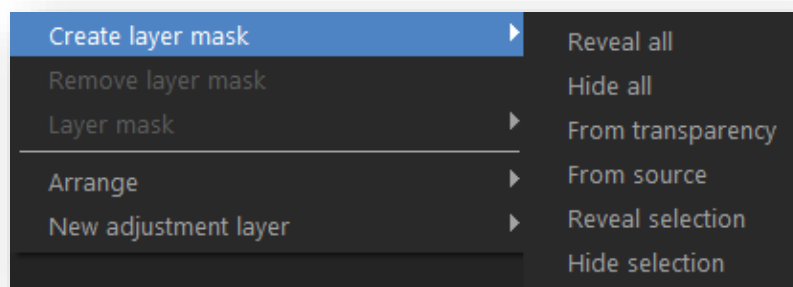
The layers can be reordered in the Layers Panel by either plain drag&drop, or by clicking “Layers > Arrange” menu item:



2.4.6 Layer masks

Layer masks are 8-bit half-tone channels with a black or white background. By default, the white areas make pixels visible, the black areas hide them, while grey ones are partially visible. Masks help to hide pixel areas and keep the rest of the image visible.

In order to create a mask, right-click the layer you want to be masked in the Layers Panel and choose “Create Mask” menu item. Another option is to click the layer in the Layers Panel and then click “Layers > Create Layer Mask” menu item:



“Reveal All” is to create a white mask (showing all the pixels).

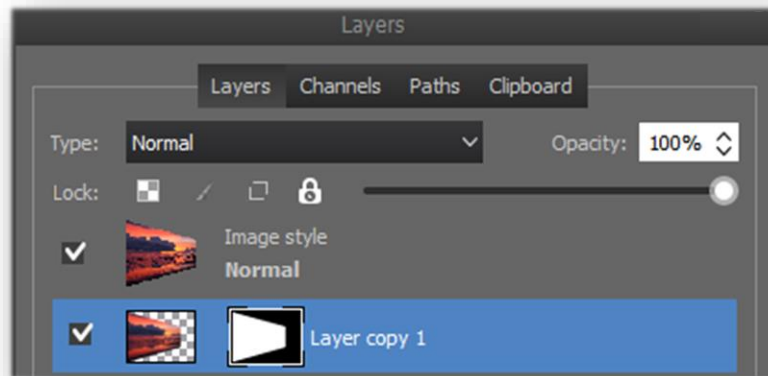
“Hide All” is to create a black mask (hiding all the pixels).

“From Transparency” is to create a mask based on the transparency pixels.

“From Source” is to create a mask based on the image pixels.

It is also possible to create a mask from a selection. Click “Reveal selection” or “Hide selection” for it.

See an example of creating a mask on transparency:



The following actions are available on masks:

1. Painting on mask

Click a mask to make it active. Then painting on mask with white color will make the pixels visible, painting with black color will hide them, painting with another color will make them partially visible.

Note. Alt-click on the mask symbol to switch on and off showing the mask on the main view. This will make it easier to see the results of painting on mask in both mask and real view.

2. Making selection from mask

Right-click on the mask and choose “Create selection from mask” menu item.

3. Enable / disable mask

Right-click on the mask and choose “Enable mask” or “Disable mask” menu item.

4. Delete mask

Right-click on the mask and choose “Remove mask” menu item.

2.4.7 Load images on a layer or mask

There are several ways to load images on a particular layer or mask.

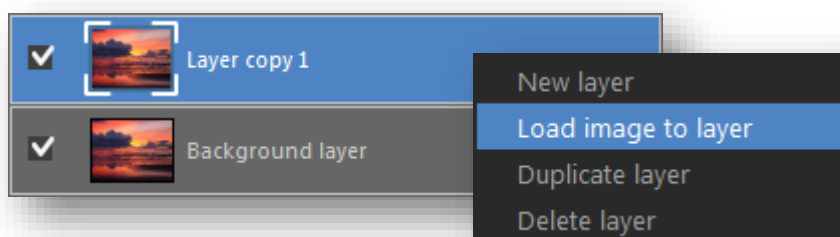
Ways to load image on a **Layer**:

1. Drag&drop on the Layer Panel

If you drag an image from outside Artipic and drop it on the Layer Panel, this image will be opened as a new layer.

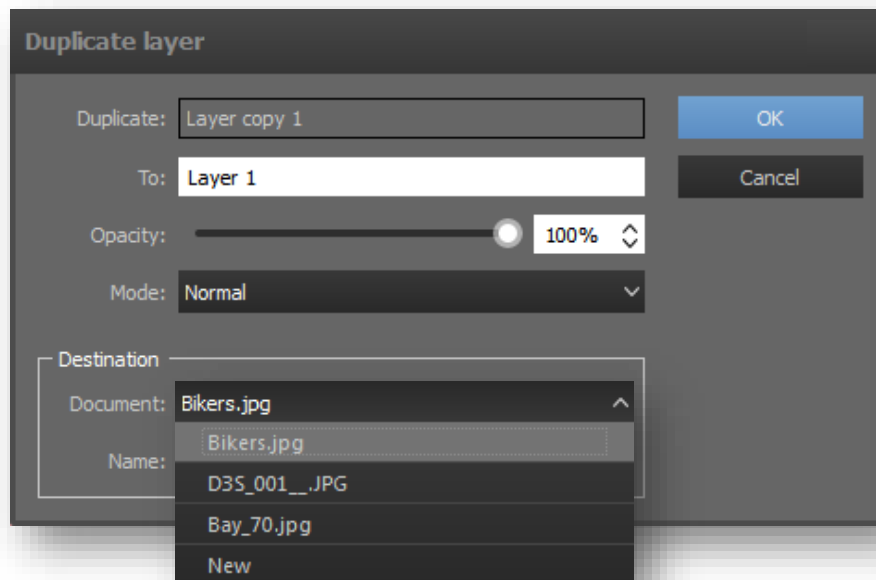
2. Local Layer menu

If you open the local layer menu (with a right mouse click on a layer in the Layer panel), you can click “Load image to layer” menu item:



3. Duplicate layer

When you duplicate a layer, you can choose a document that this layer should be created in:



4. Copy-Paste

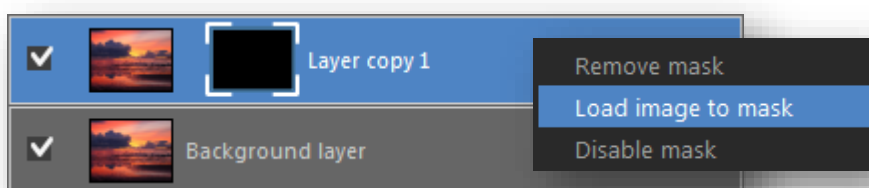
You can do it via clipboard using Copy and Paste functionality. Please make sure that the layer is selected:



Ways to load image on a **Mask**:

1. Local Layer menu

If you open the local layer menu (with a right mouse click on a layer in the Layer panel), you can click “Load image to mask” menu item:



2. Copy-Paste

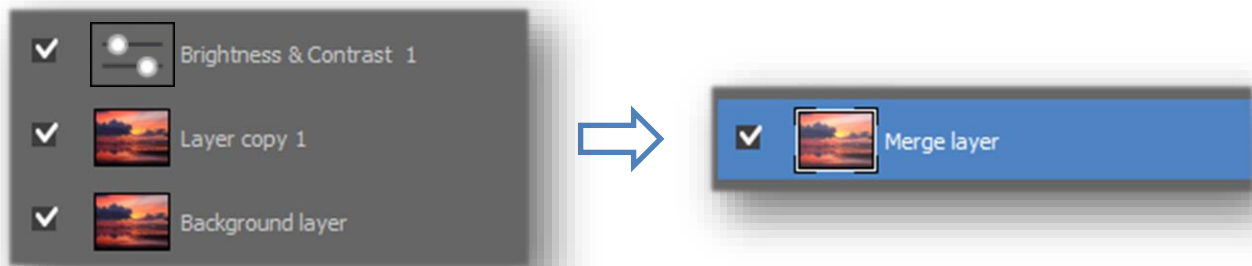
You can do it via clipboard using Copy and Paste functionality. Please make sure that the layer is selected:



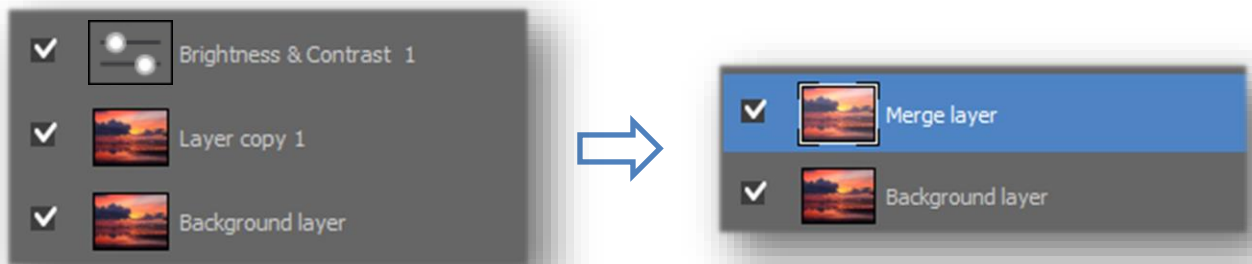
2.4.8 Flatten images

Merge Visible Layers can be used to flatten image. Normally this function is used when the work with the images is completed.

In order to merge the visible layers, you should first make sure that only the layers that need to be merged are visible. Then you click “Layer > Merge Visible” menu item or press Ctrl+Shift+E. Here is an example of the merging of the visible layers:

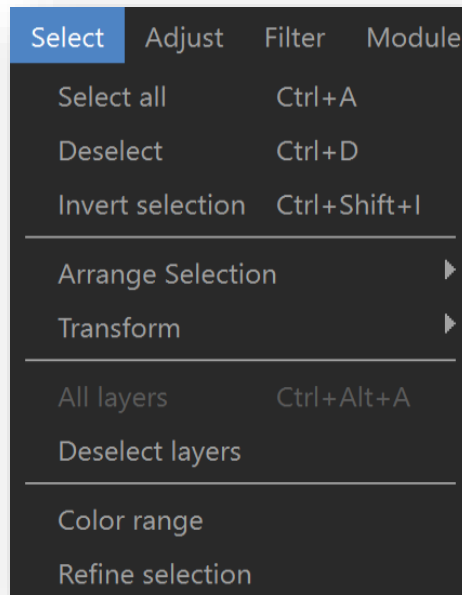


Another option is to merge a layer with the one under it. Right-click the layer you want to merge and select “Merge down” menu item. The selected layer will be merged with the one right under it:



2.5 Select menu

The items of the Select menu can be used to select complete images or their portions for further processing.



2.5.1 Select All

Select All function selects all the pixels of an image within a canvas. Click “Select > Select All” menu item or press Ctrl+A.

2.5.2 Undo Selection

To undo selection click “Select > Deselect” menu item or press Ctrl+D.

2.5.3 Invert Selection

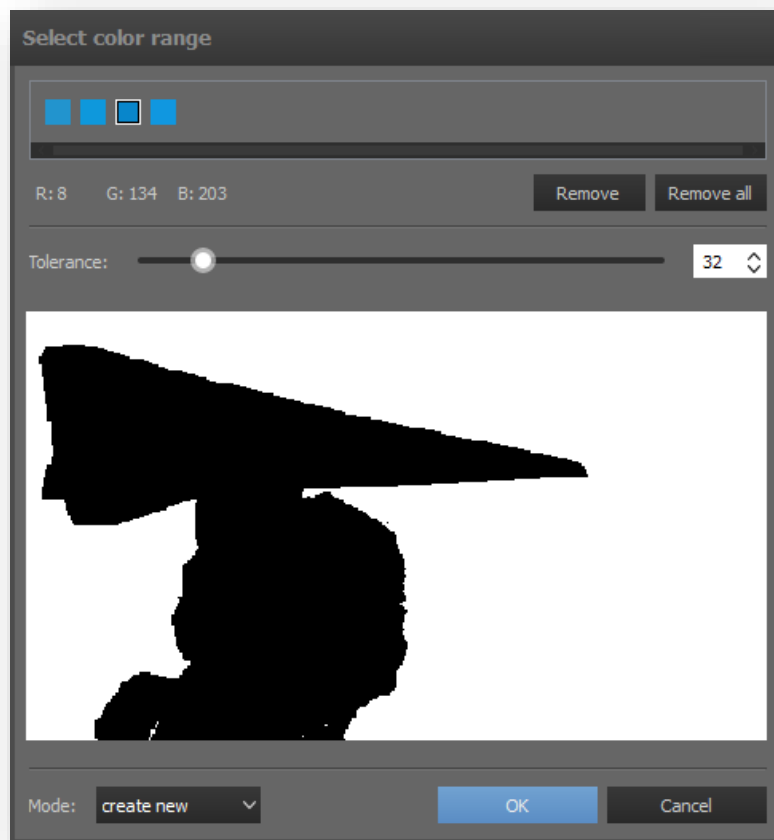
To select all the area which is not selected, click “Select > Invert Selection” menu item or press Ctrl+Shift+I.

2.5.4 Color Range

You can use Color Range function select areas of the image covered by the certain set of colors.



To use this function, click “Select > Color Range” menu item. Select Color Range window will appear.



Then you just click particular places on the image and corresponding colors will appear in row on the top of the window. Along with that, current selection will be shown on the bottom. You can adjust tolerance to rich the selection result you need. Use overlay mode drop-down box to unite, subtract or intersect pixels selected according to their color shades. Then click OK button and the image will be selected accordingly:



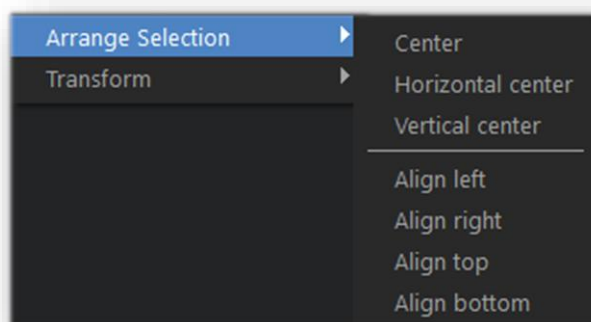
2.5.5 Transform selection

You can use transformation function to displace, distort and turn the selected area of an image. Click “Select > Transform > Transform selection” menu item. The function works the same way as the generic transformation (see [2.2.3 Transformation](#)). The only difference is that the transformation is only applied to the selected area. The rest of the image remains unaffected.

Use Horizontal Flip and Vertical Flip menu items to have the selected area displayed symmetrically either horizontally or vertically.

2.5.6 Arrange Selection

You can use Arrange Selection function to arrange all the pixels in the selected area. Make a selection first and then click “Select > Adjust Selection” menu item and choose any type of arrangement you need:

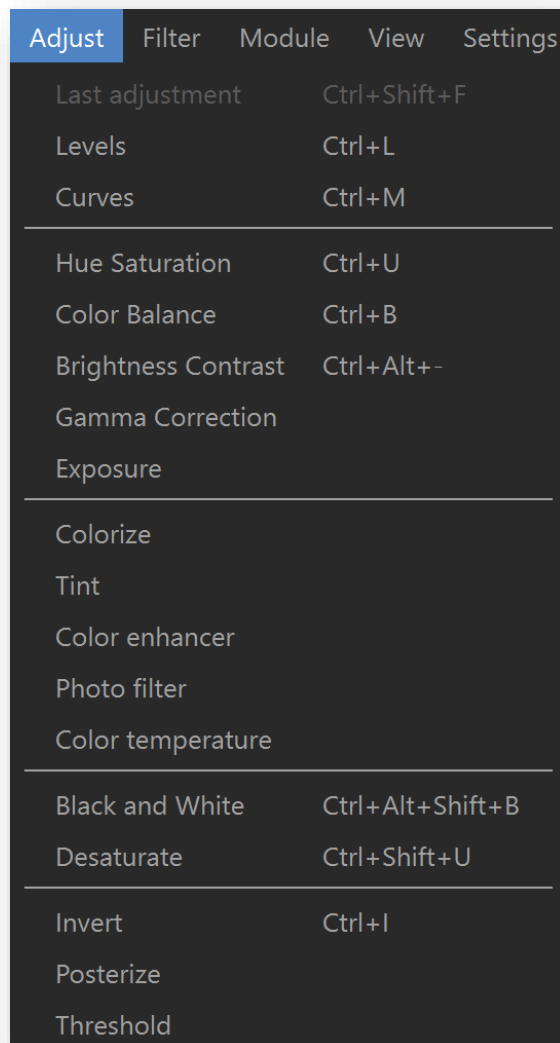


2.5.7 Refine edge

Click “Select menu > Refine edge” to adjust selection. This function is described in 3.2 Tool “Selection” in more details.

2.6 Adjust

Adjusting images is available via “Image > Adjust” menu item:

A screenshot of the 'Adjust' menu in the ARTIPIC software. The menu is dark-themed with white text. It lists various adjustment options, some with keyboard shortcuts. The 'Adjust' menu item is highlighted in blue at the top. The menu items are: Last adjustment (Ctrl+Shift+F), Levels (Ctrl+L), Curves (Ctrl+M), Hue Saturation (Ctrl+U), Color Balance (Ctrl+B), Brightness Contrast (Ctrl+Alt+-), Gamma Correction, Exposure, Colorize, Tint, Color enhancer, Photo filter, Color temperature, Black and White (Ctrl+Alt+Shift+B), Desaturate (Ctrl+Shift+U), Invert (Ctrl+I), Posterize, and Threshold.

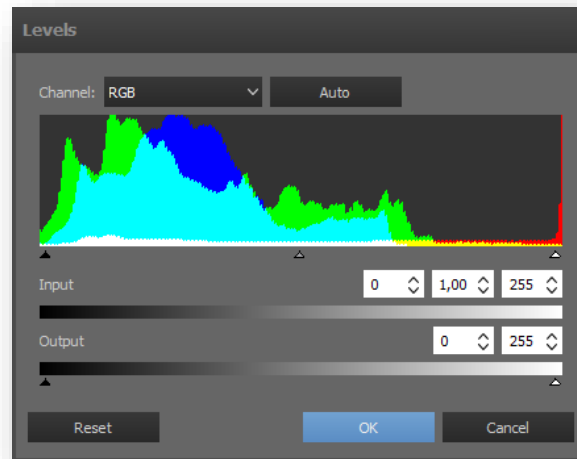
Adjust	Filter	Module	View	Settings
Last adjustment			Ctrl+Shift+F	
Levels			Ctrl+L	
Curves			Ctrl+M	
Hue Saturation			Ctrl+U	
Color Balance			Ctrl+B	
Brightness Contrast			Ctrl+Alt+-	
Gamma Correction				
Exposure				
Colorize				
Tint				
Color enhancer				
Photo filter				
Color temperature				
Black and White			Ctrl+Alt+Shift+B	
Desaturate			Ctrl+Shift+U	
Invert			Ctrl+I	
Posterize				
Threshold				

2.6.1 Last Adjustment

Click “Image > Adjust > Last adjustment” menu item or press Ctrl+Shift+F to apply again an adjustment that you have applied for the last time. Please note that the system will use the same adjustment parameters that you applied for the last adjustment.

2.6.2 Levels

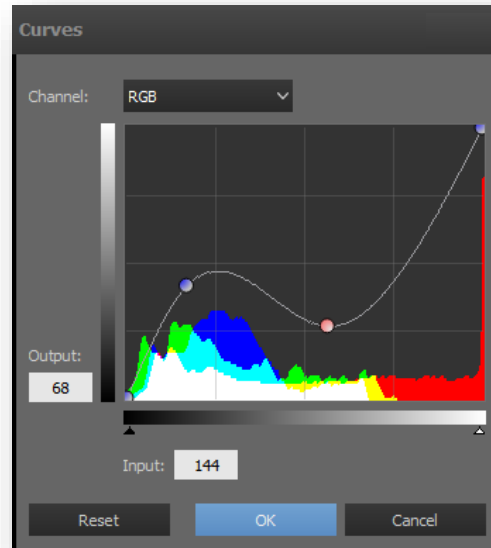
Click “Image > Adjust > Levels” menu item or press Ctrl+L to adjust image levels. You can choose a channel or a combination of channels to be affected by the level adjustment:



Use “Auto” button to set R, G and B levels automatically.

2.6.3 Curves

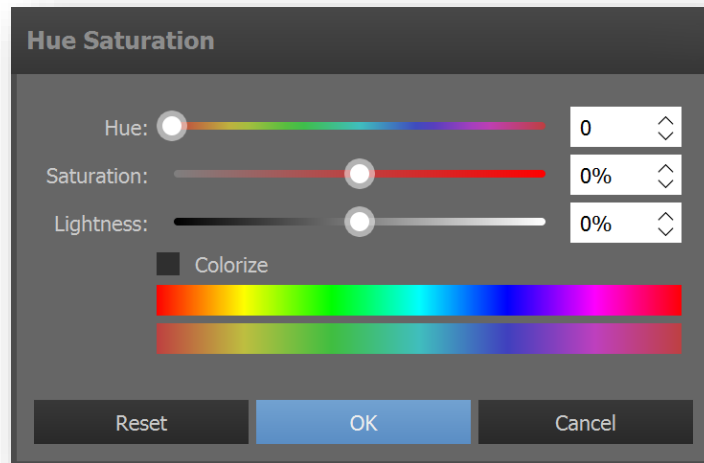
Click “Image > Adjust > Curves” menu item or press Ctrl+M to adjust image curves:



Click and move a node  to change the curve position. A node you currently moving is highlighted: . Current node can be removed by pressing “Del” button.

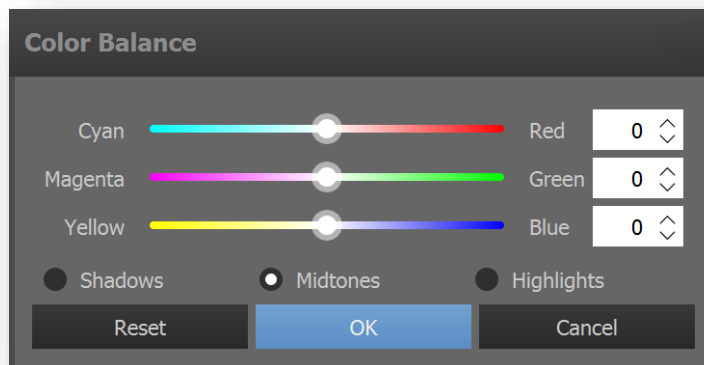
2.6.4 Hue and Saturation

Click “Image > Adjust > Hue and Saturation” menu item or press Ctrl+U to change the hue and saturation:



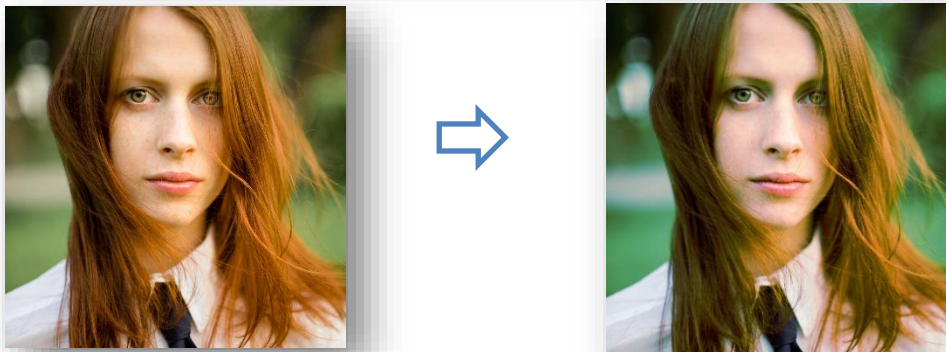
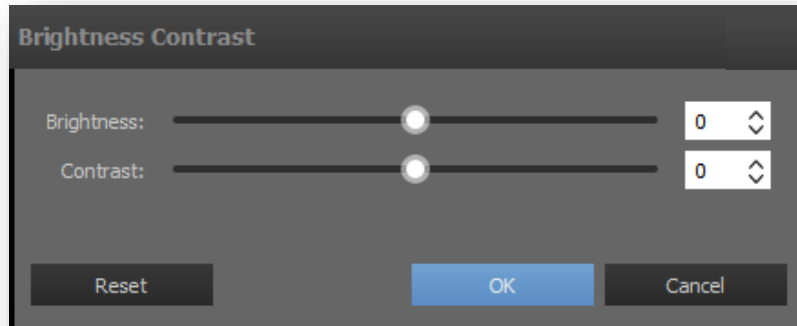
2.6.5 Color Balance

Click “Image > Adjust > Color Balance” menu item or press Ctrl+B to change the color balance:



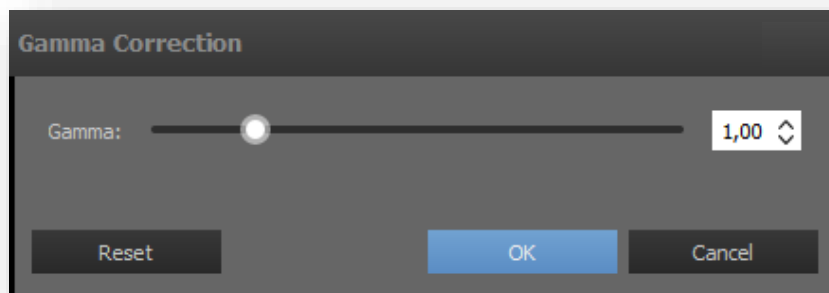
2.6.6 Brightness and Contrast

Click “Image > Adjust > Brightness and Contrast” menu item or press Ctrl+Alt+- to change the brightness and contrast:



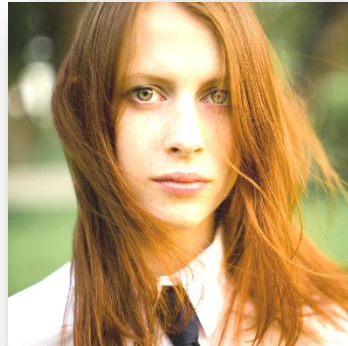
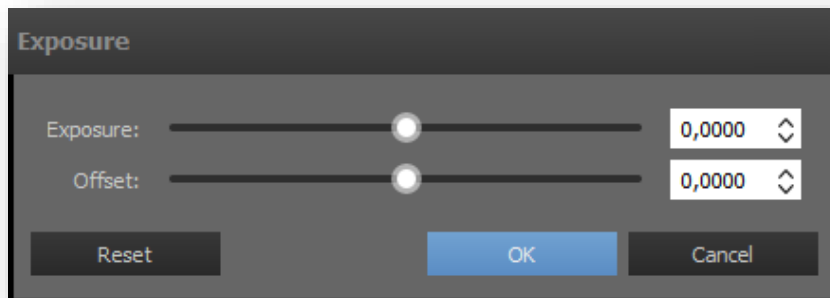
2.6.7 Gamma Correction

Click “Image > Adjust > Gamma Correction” menu item to make the gamma correction:



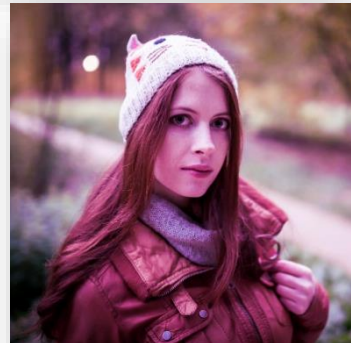
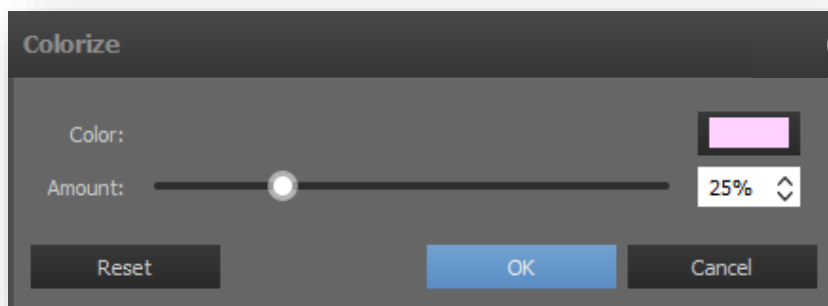
2.6.8 Exposure

Click “Image > Adjust > Exposure” menu item to change exposure:



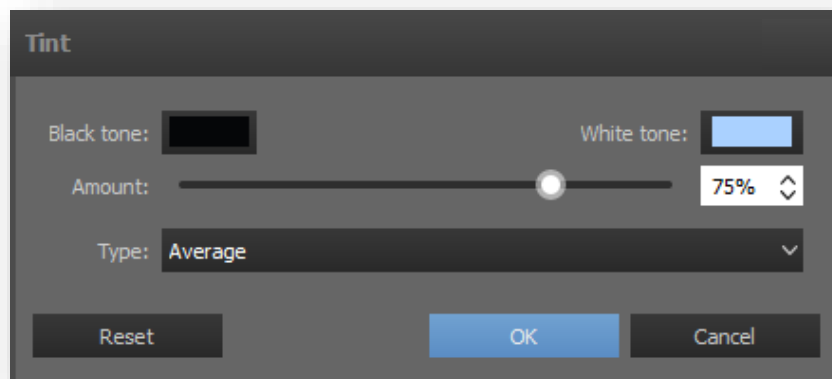
2.6.9 Colorize

Click “Image > Adjust > Colorize” menu item to colorize the image:



2.6.10 Tint

Click “Image > Adjust > Tint” menu item to tint the image:



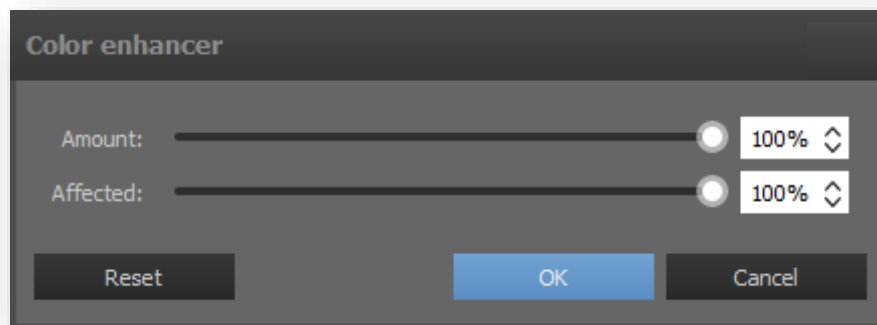
Tint is an advanced colorizing effect that allows you defining both white and black tones as well as setting the type of tint.

Out tint effect will help you to make your photos a really stylish appearance – no matter if they are color or B&W initially:

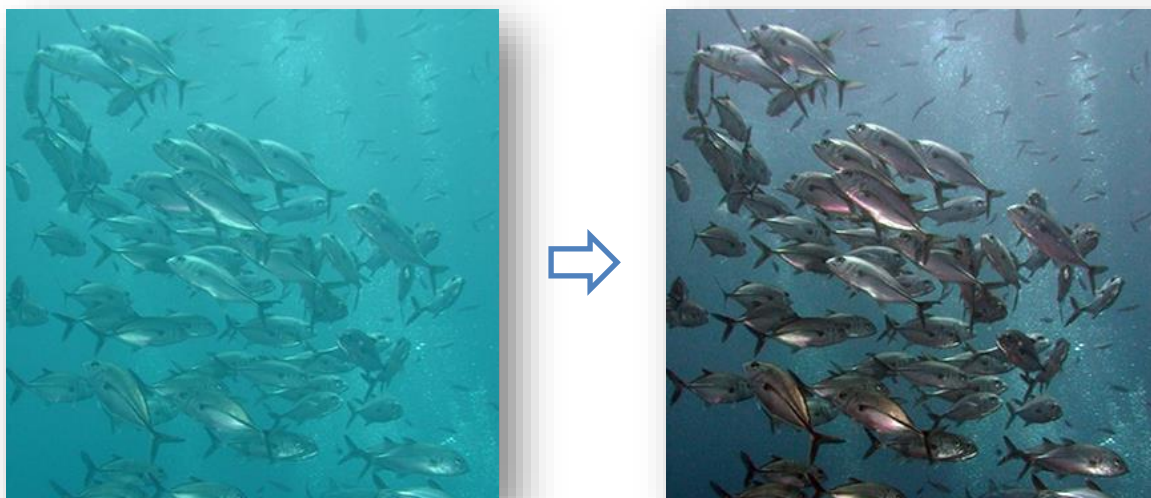


2.6.11 Color enhancer

Click “Image > Adjust > Color enhancer” menu item to enhance colors in the image:

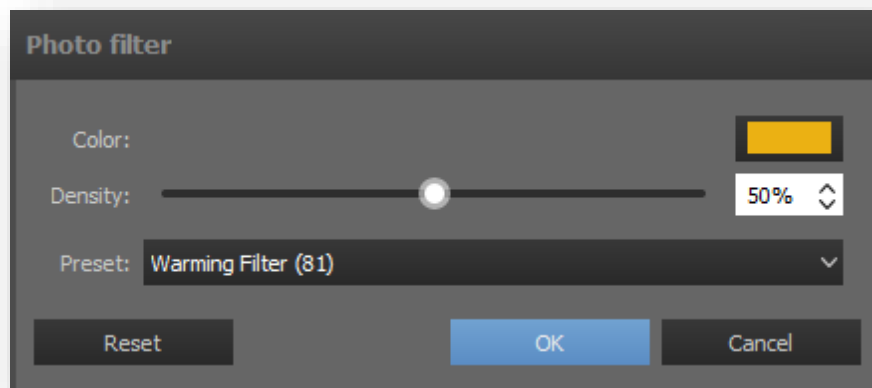


This effect allows you adding richness and depth to your pictures:

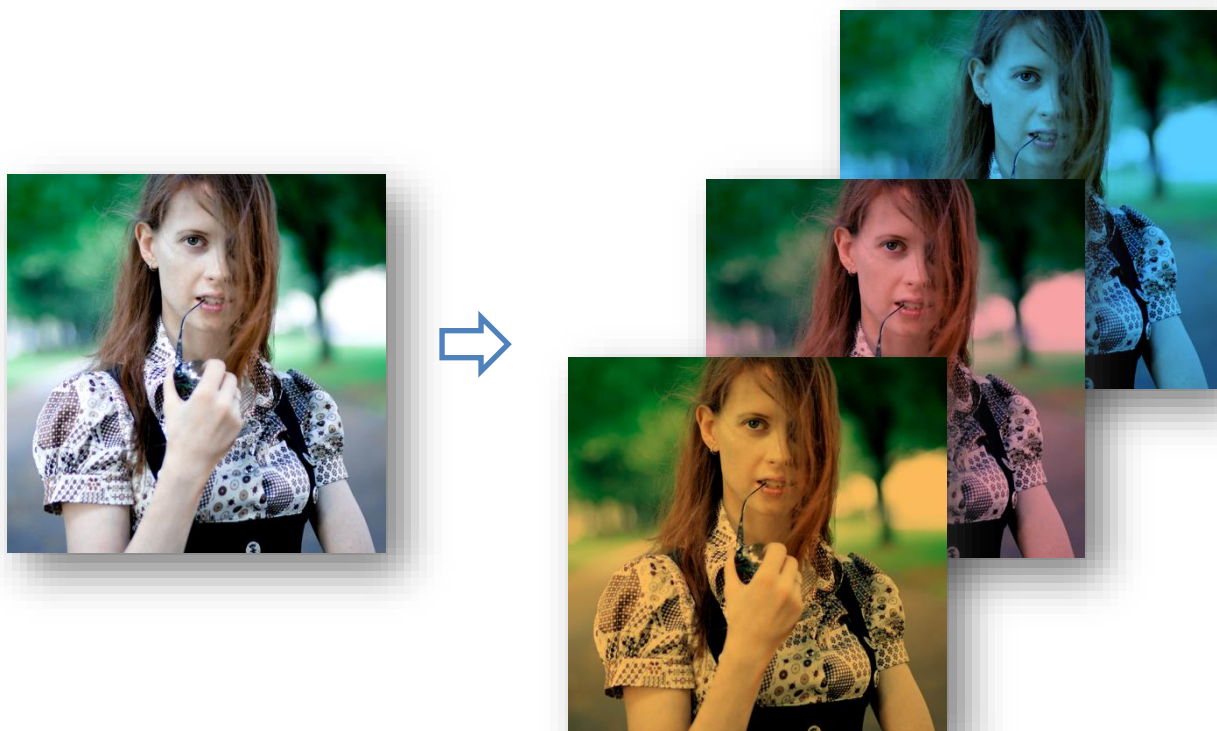


2.6.12 Photo filter

Click “Image > Adjust > Photo filter” menu item to apply a photo filter on the image:



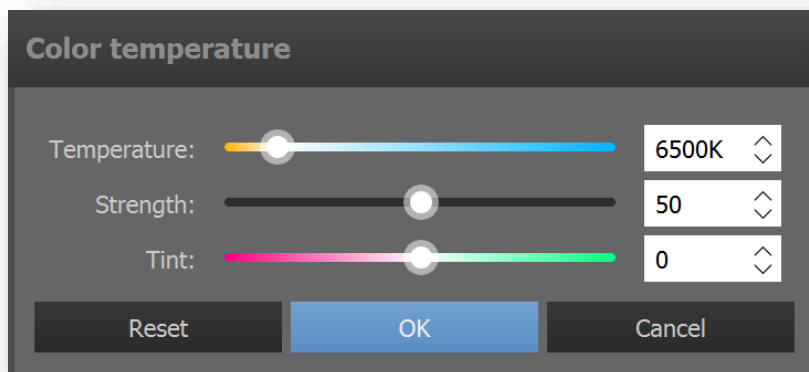
You can apply a photo filter using a custom color of choosing one out of 20 standard filters:



There is also a list of standard photo filters – use “Preset” drop-down box to use them.

2.6.13 Color temperature

Click “Image > Adjust > Color temperature” menu item to adjust a color temperature of the image:

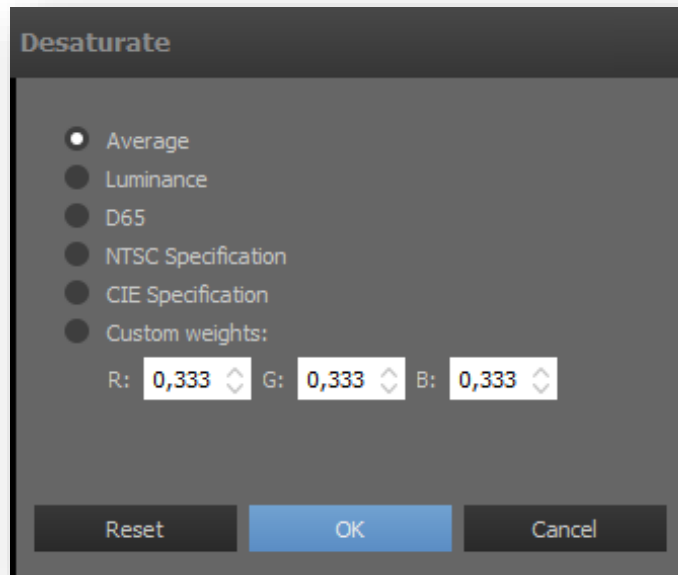


You can adjust a color temperature of your picture in case it's too “warm” or too “cold”:



2.6.14 Black & White

Click “Image > Adjust > Black & White” menu item or press Ctrl+Shift+U to reduce the picture to a B/W appearance:

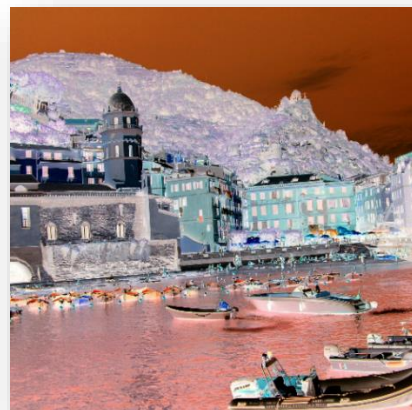


2.6.15 Desaturate

Click “Image > Adjust > Desaturate” menu item to Desaturate the image.

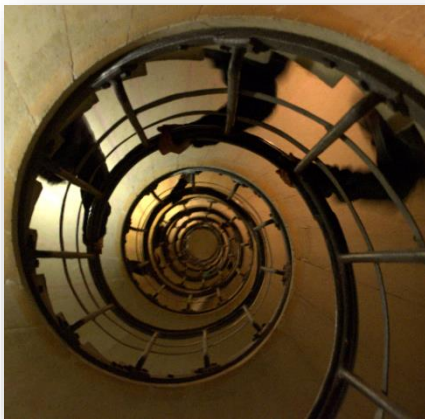
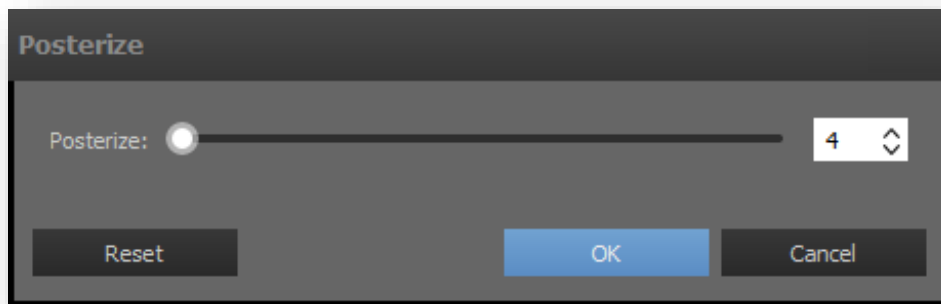
2.6.16 Invert

Click “Image > Adjust > Invert” menu item or press Ctrl+I to invert the image.



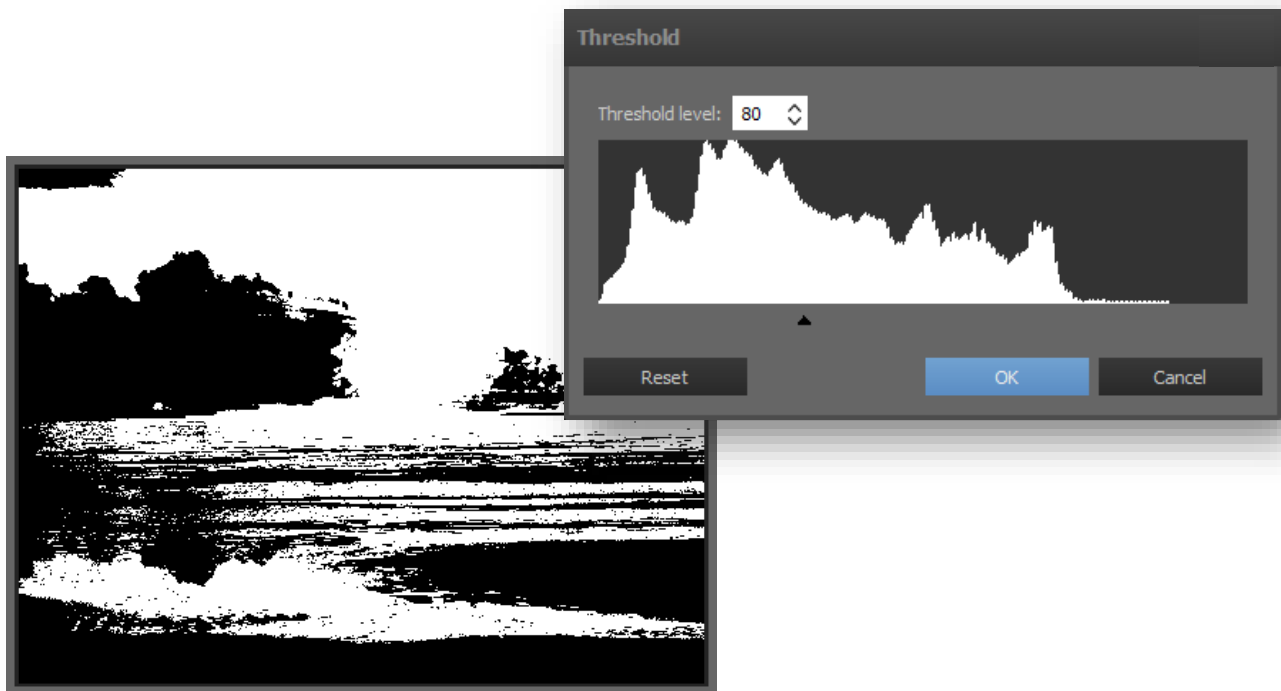
2.6.17 Posterize

Click “Image > Adjust > Posterize” menu item to posterize the image:



2.6.18 Threshold

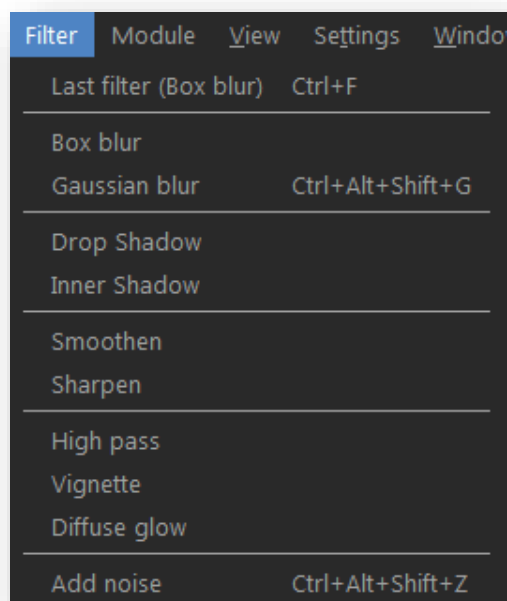
Click “Image > Adjust > Threshold” menu item to get a threshold card of the image:



This adjustment creates a grey-scale outline based on the picture edges. Use the slider below the histogram or the edit box on the top to change the threshold level.

2.7 Filters

You can apply filters via “Filter” menu item:



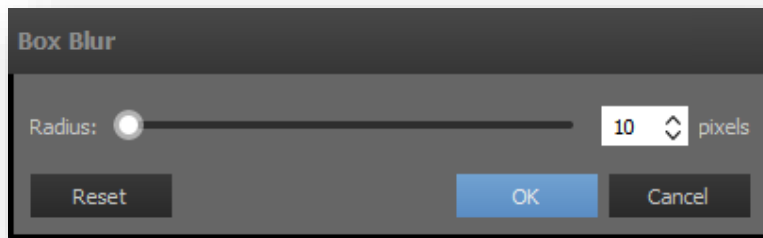
2.7.1 Last Filter

Click “Filter > Last filter” menu item or press Ctrl+ F to apply again a filter that you have applied for the last time.

Please note that the system will use the same filter parameters that you applied for the last filter.

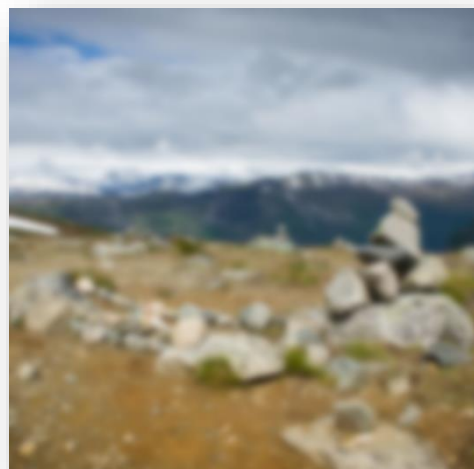
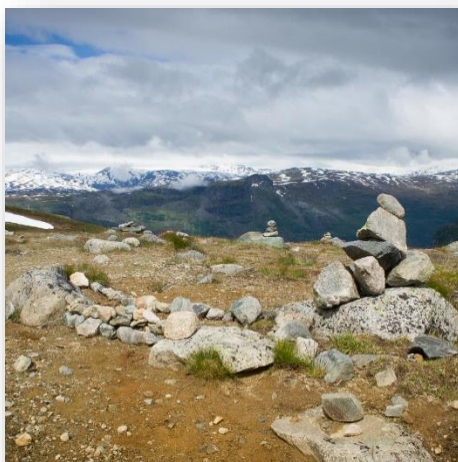
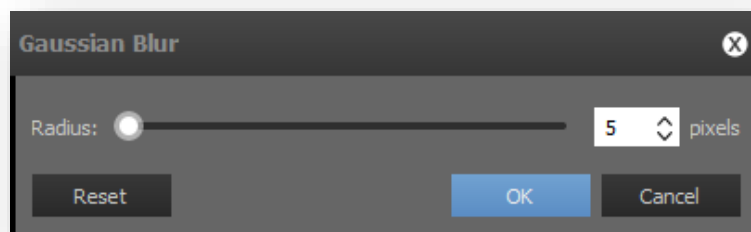
2.7.2 Box Blur

Click “Filter > Box Blur” menu item to apply a box blur:



2.7.3 Gaussian Blur

Click “Filter > Gaussian Blur” menu item to apply a Gaussian blur:



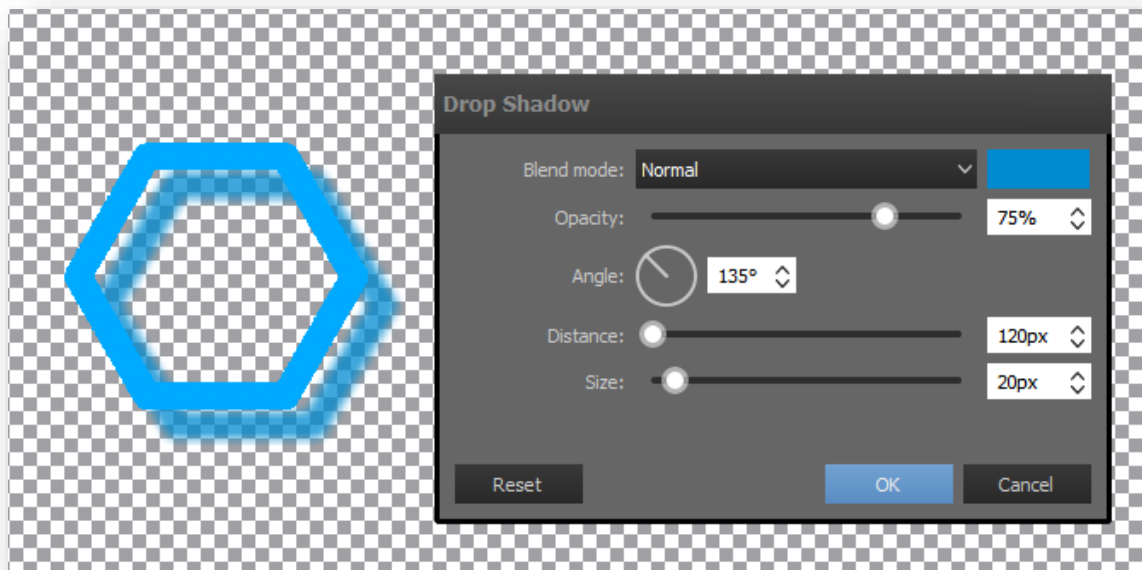
2.7.4 Drop Shadow and Inner Shadow

To use the Drop Shadow or Inner Shadow you should first create or copy an object to a transparent layer (a new layer is created transparent by default). Then click “Filter > Drop Shadow” or click “Filter > Inner Shadow”. The shadow parameters window will appear.

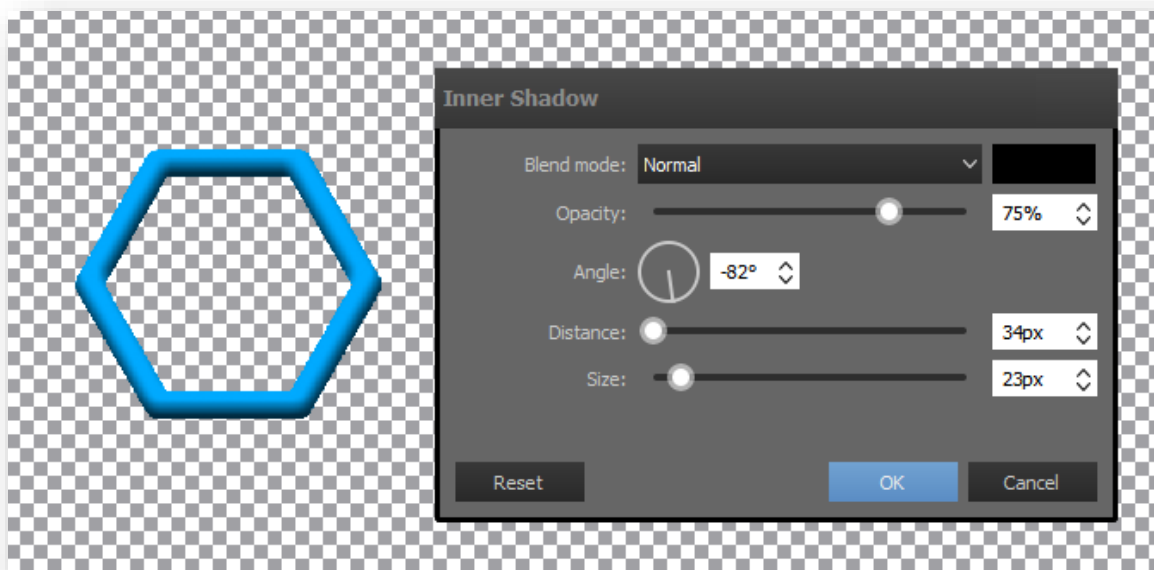
Then change the parameters as you need and see the result immediately.

Note. Both Drop Shadow and Inner Shadow functions can also be called via a context menu when right-clicked on the layer.

For example, for Drop Shadow:



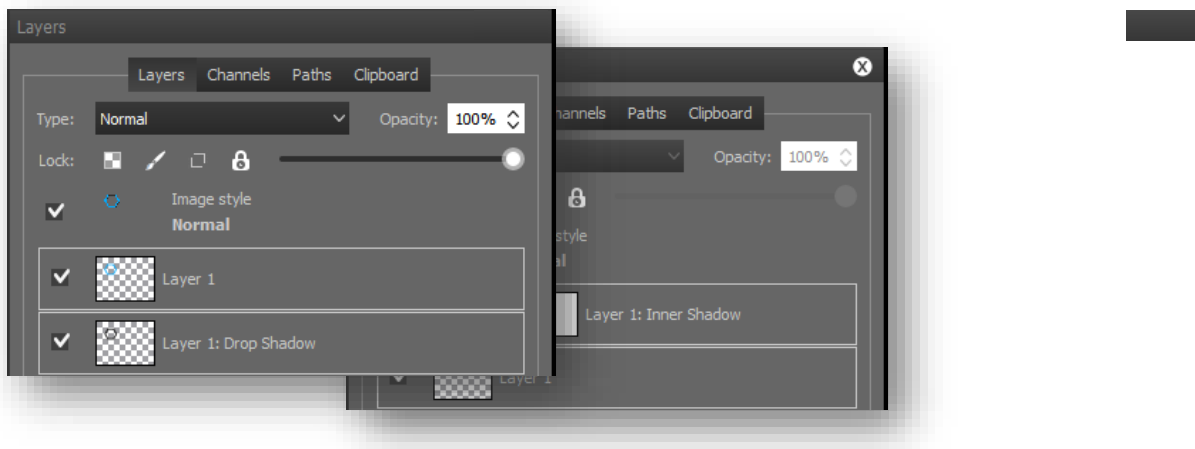
And for Inner Shadow:



The system will automatically create another layer for the shadow object.

Drop Shadow:

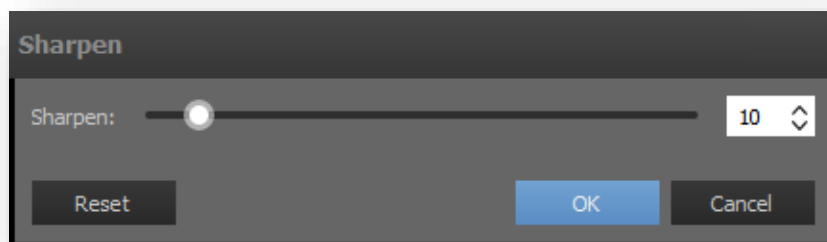
Inner Shadow:



Then these layers can be modified together or separate and composed with other layers as needed.

2.7.5 Sharpen

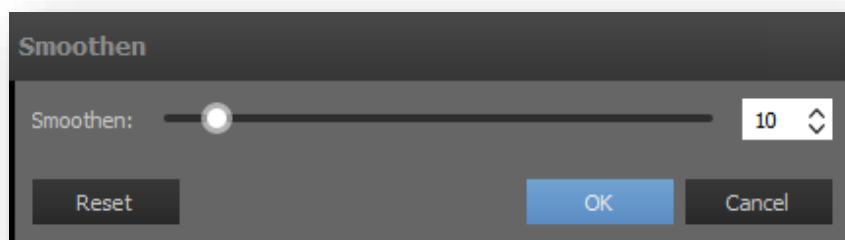
Click “Filter > Sharpen” menu item to sharpen the image:



Using this filter gives us 1 px sharpening of the surrounding pixels of the image. It is more visible in small images as in icons.

2.7.6 Smoothen

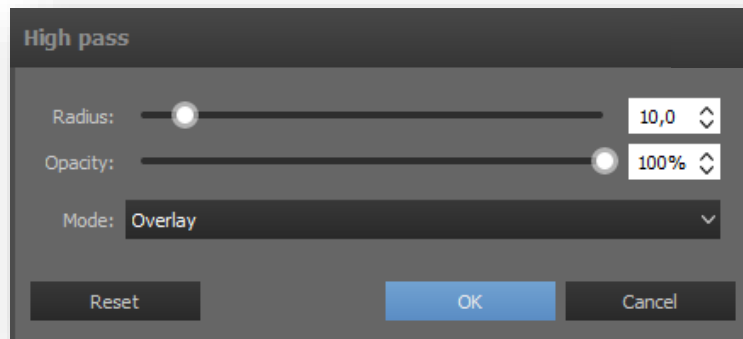
Click “Filter > Smoothen” menu item to smoothen the image:



Using this filter gives us 1 px smoothing of the surrounding pixels of the image. It is more visible in small images as in icons.

2.7.7 High pass

Click “Filter > High pass” menu item to apply a high pass filter to the image:

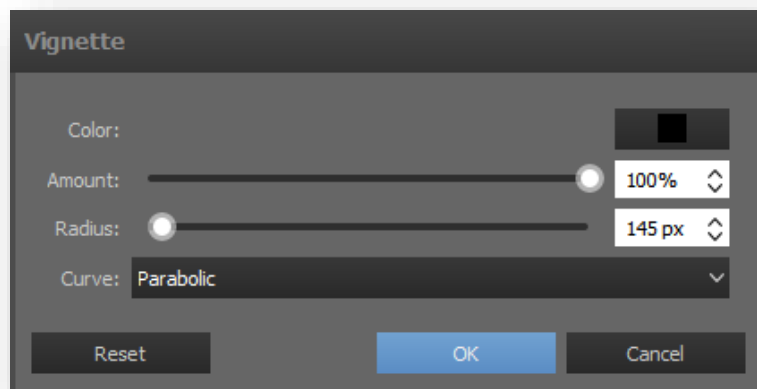


High pass filter is a smart method of sharpening images. The reason this filter gives great results is because the edge areas are only affected:



2.7.8 Vignette

Click “Filter > Vignette” menu item to apply a vignette filter to the image:

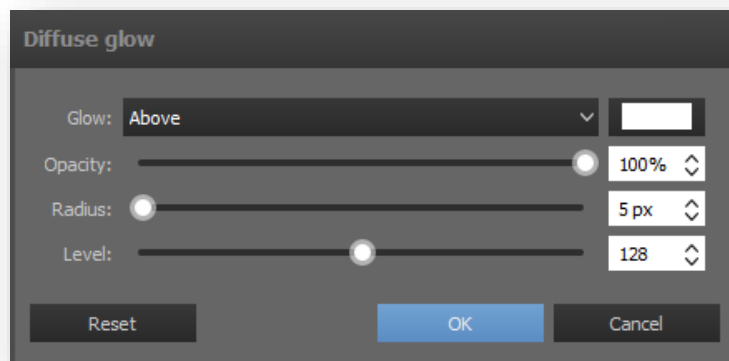


Vignette effect is perfect for portraits:



2.7.9 Diffuse glow

Click “Filter > Diffuse glow” menu item to apply a diffuse glow filter to the image:

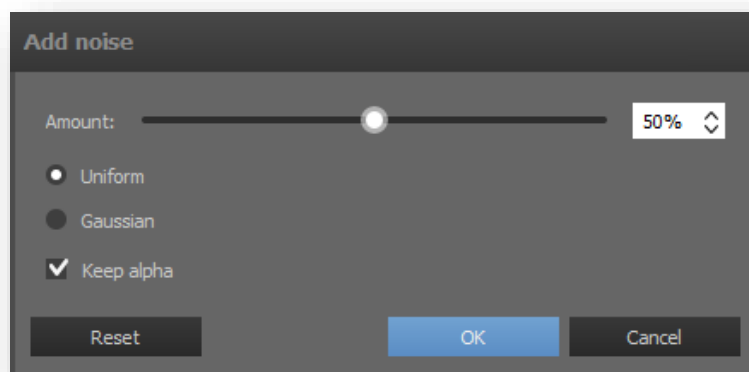


Diffuse glow allows you applying an artistic effect of glow to your photos:



2.7.10 Add noise

Click “Filter > Add noise” menu item to add a noise to the image:

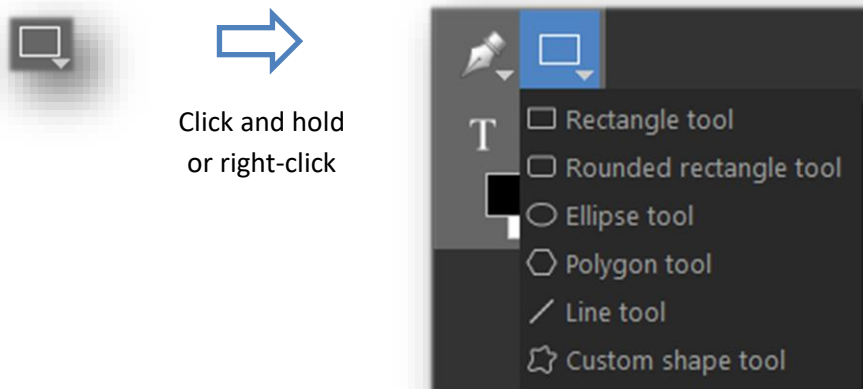


3 Tools

The Tool box contains the following tools:



In order to select a tool, just click an icon. Some tools contain sub-tools – it is indicated by a small arrow on the bottom right corner of an icon. To open option window either click and hold for 2 seconds or right-click on such an icon. For example:

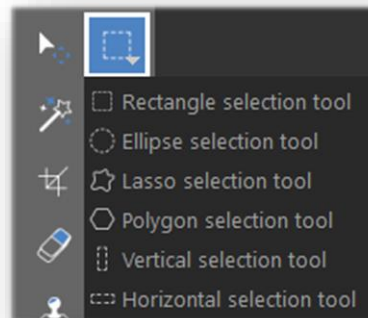


3.1 Move tool

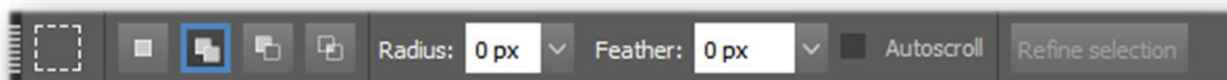
The purpose of Move tool  is to change the position of layers, masks, selected pixel areas or other objects of the image against each other or against the canvas. To enable this tool, click  icon or press V key. Then select an element of the image you want to relocate, click and hold and then drag the selected element.

3.2 Selection tools

The purpose of Selection tools  is to select an area or set of pixels of the image for future operations such as movement, modification, etc. Active tool is displayed on the icon. In order to change a selection tool click and hold or right-click the icon. The list of selection tools will appear:



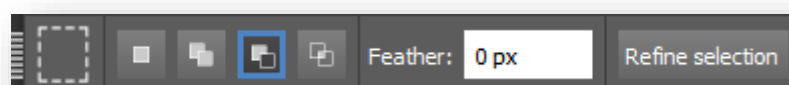
Choose the required selection tool. Selection tool bar will appear:



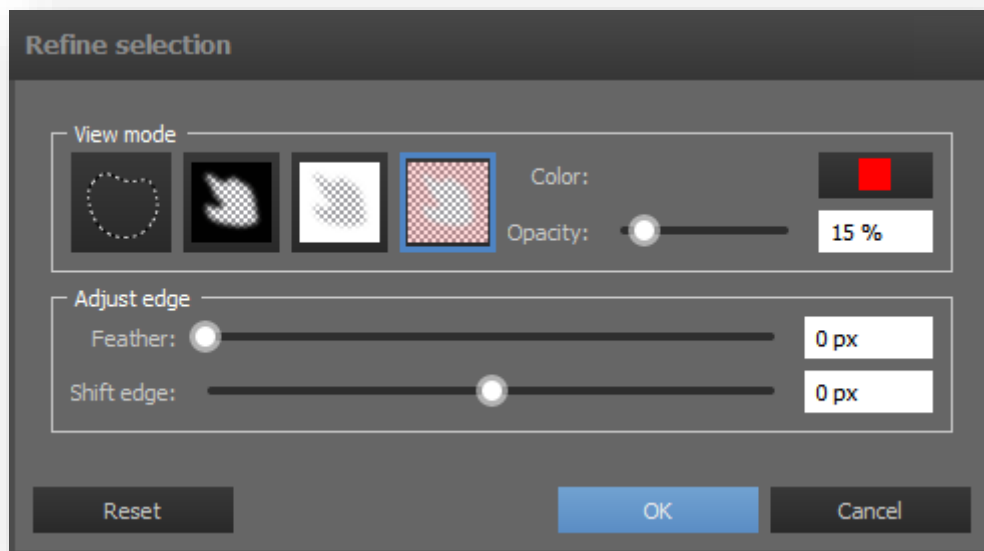
Then select an area in the image with clicking and holding and then dragging:



Click “Refine selection” button to adjust your selection.



Refine selection window will appear:



You can make the edge of the selection smoother using “Feather” slider and shift the edge using “Shift edge” slider.

For better seeing the result of refining you can apply shields in the “View mode” section. There are 4 shield modes:

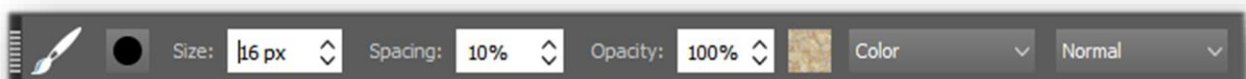


- Standard mode shows it like it is.
- Black shield mode fills the area out of selection with black color.
- Black shield mode fills the area out of selection with white color.
- Custom mode. You can choose a color and opacity to fill the area out of selection.

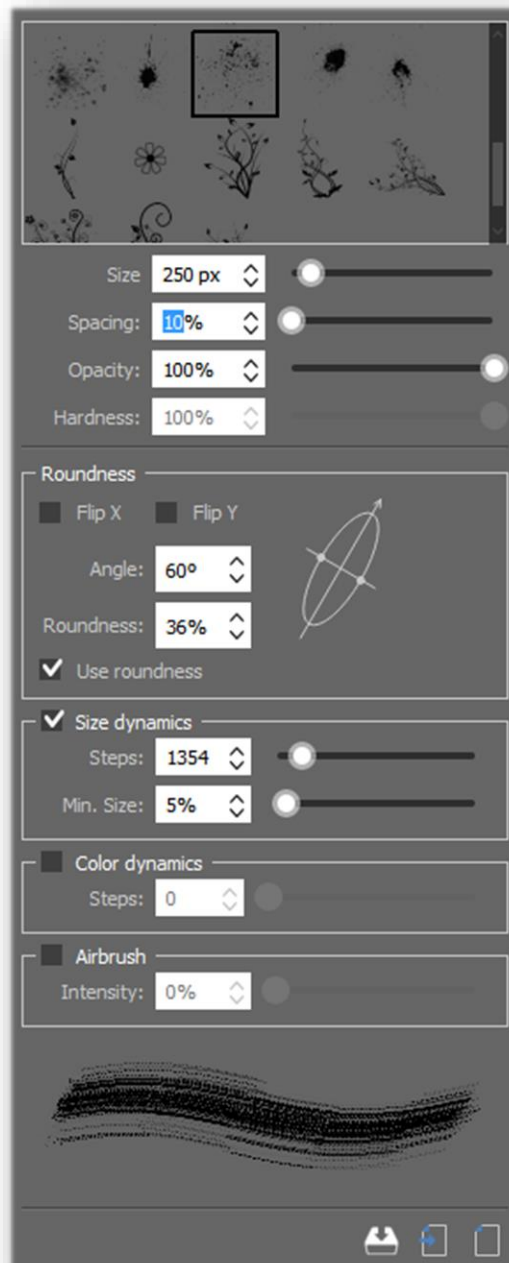
All your manipulations with refine parameters make immediate effect so that you can control what you do as you go.

3.3 Brush tool

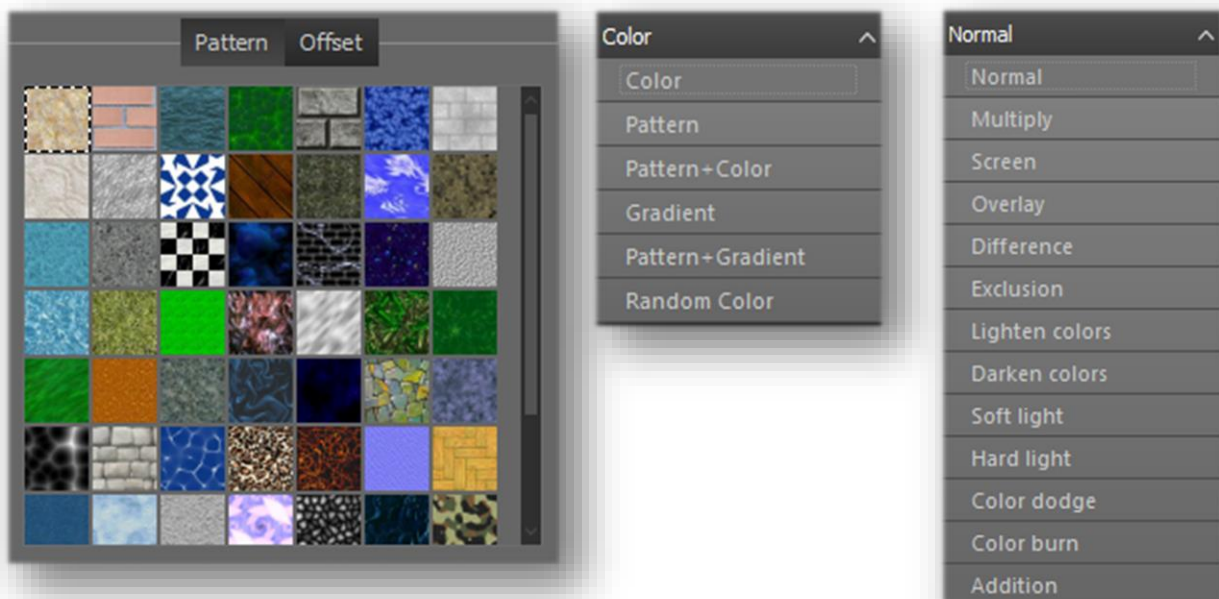
Brush tool works just as a traditional drawing tool, allowing you to brush on or pencil on images. In order to activate the Brush tool, click  icon or press B key. Brush toolbar will appear:



Clicking  button you will open Brush configuration window, where you can select a brush from the list, configure the parameters and even save your custom brush for further use:

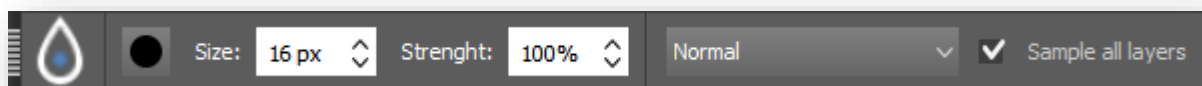


In addition to that you can select a pattern, decide on Color-Pattern-Gradient configuration and set the brush mode:

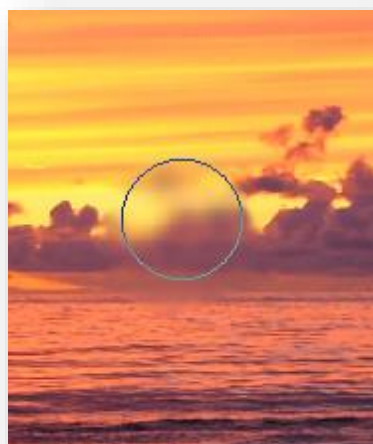


3.4 Blur Brush tool

Blur Brush tool works as a brush with just blurring effect instead of pure painting. In order to activate Blur Brush tool, click  icon. Blur Brush toolbar will appear:

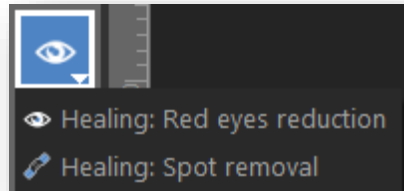


Then use this brush to blur desired areas of the image:



3.5 Healing tools

Healing tool set consists of “Red eyes reduction” and “Spot healing” tools. In order to switch between them click and hold or right-click the icon:

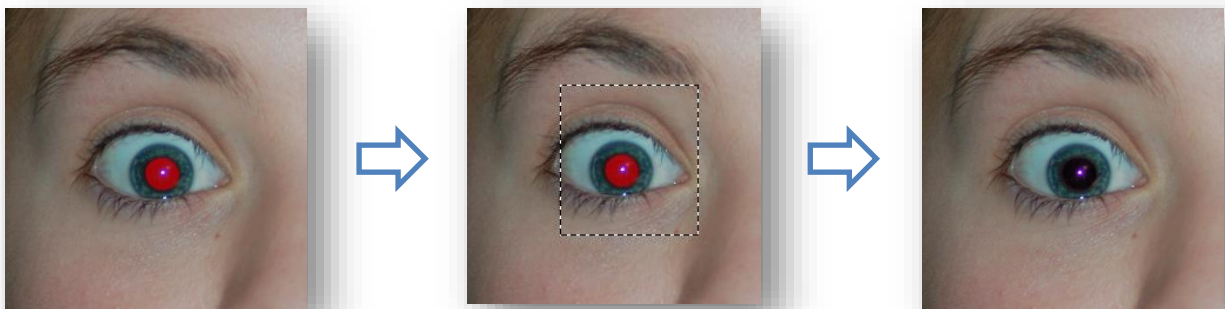


3.5.1 Red eyes reduction

Red eyes reduction healing tool is used for removal so-called red-eyes effect from your photos. In order to activate Red eyes reduction tool, click  icon. Healing toolbar will appear:



Then use this tool to remove the red eyes effect by dragging the cursor over the area you want this effect to be applied on:



3.5.2 Spot removal

Spot removal healing tool is used to remove small objects: spots, skin imperfection, etc. In order to activate Spot removal tool, click  icon. Healing toolbar will appear:



Then use this tool as a special brush to remove those objects:



3.6 Magic Wand tool

To activate Magic Wand tool just click  or press M key. Magic Wand toolbar will appear:

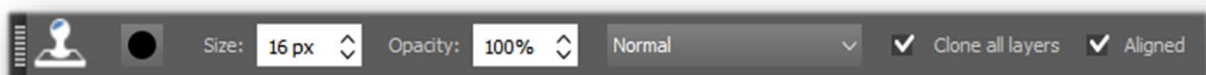


You then set the parameters you need and click on the image to get a selection:



3.7 Stamp tool

Stamp tool is used for cloning image pixel areas. In order to activate this tool, click  icon or press S key. Stamp toolbar and panel will appear:



To make it working first alt-click the area you want to clone. The source will be stored. Then click to any area you want the stored image to be applied on.

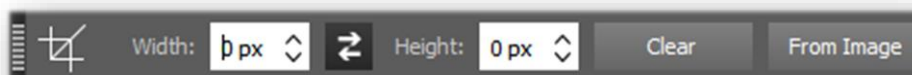


3.8 Crop tool

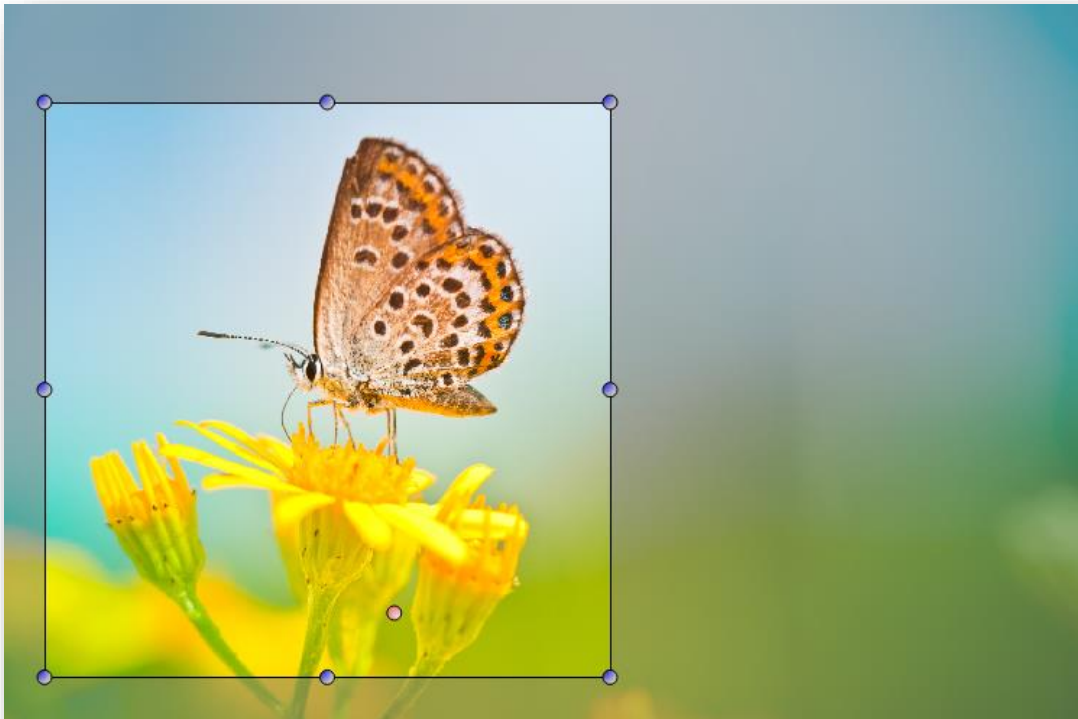
Crop tool is used for selecting and cutting a portion of an image. In order to activate this tool, click



icon or press C key. Crop toolbar will appear:

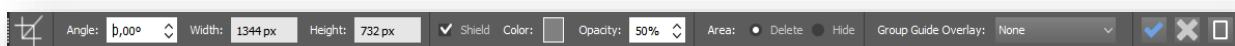


Then select a cropping area in the image with clicking and holding and then dragging:



Note. If you enter exact values for the width and height, the crop area with those sizes will be automatically created by click.

Another toolbar will appear:

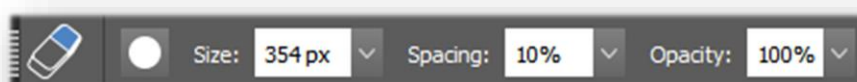


You adjust the parameters as necessary and click . Crop is done. To cancel the crop click .

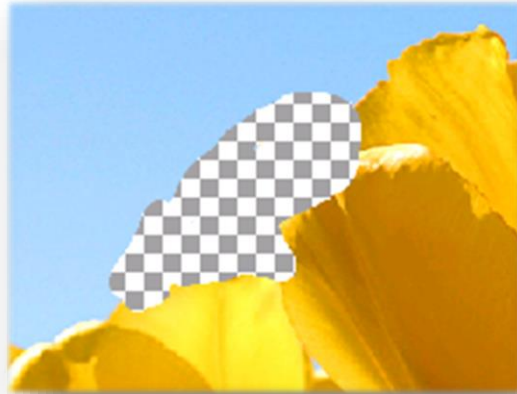
To crop directly to a new image click .

3.9 Eraser tool

Eraser tool is used to erase pixels from layers. To activate it click  icon or press E key. Eraser toolbar will appear:



The way of operating Eraser is similar to Brush with just difference that Eraser applies transparency. Configure it as needed, click or click+hold+drag on the area you want to erase.



3.10 Fill Can tool

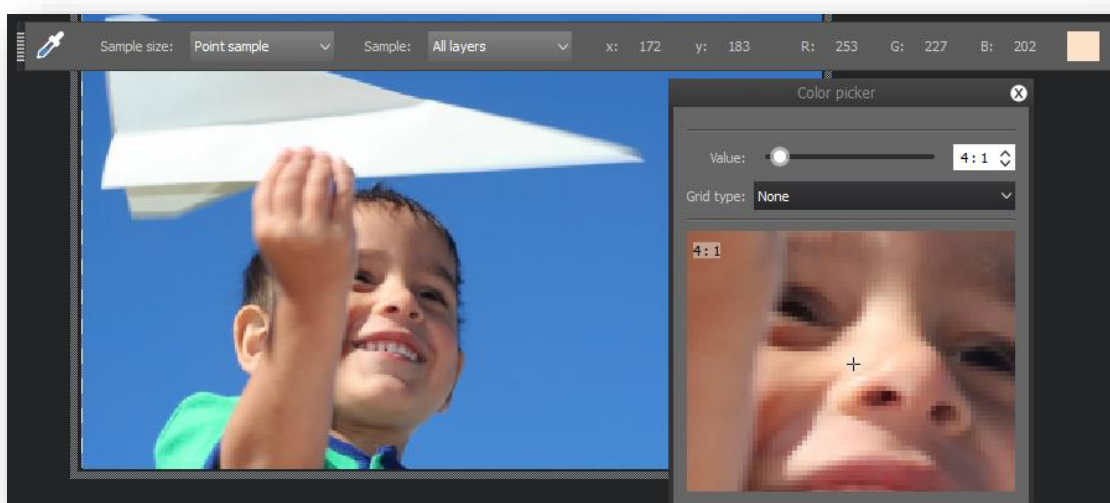
Fill Can tool is used to fill the selected area or area of colors with another color. To activate this tool click  icon or press F key. Fill can tool bar will appear:



Set the parameters like tolerance, opacity, etc. and click the area of the image you need to fill.

3.11 Color Picker tool

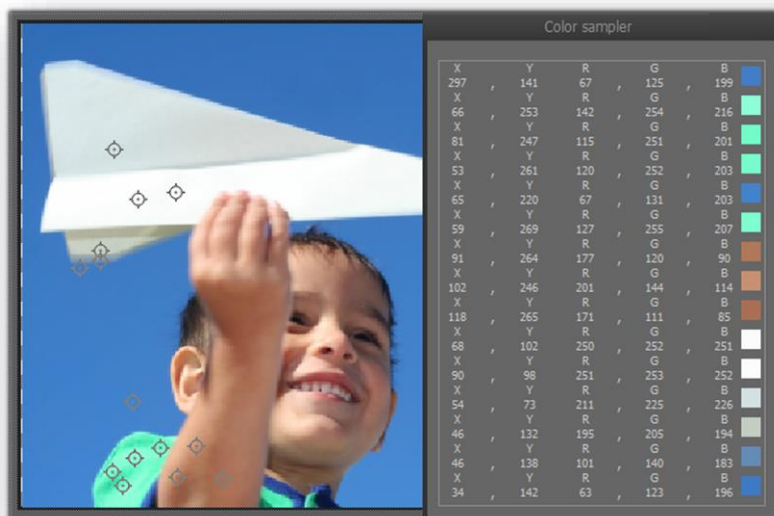
The Color Picker Tool is used for picking out color values from a particular place of the image and set those color values as foreground color. To activate this tool click  icon or press I key.



Color picker tool bar and panel will appear. Set required sampler and zoom parameters. Then move the cursor over the picture. The toolbar will show the position and color value. The tool panel will show the image area with a zoom you set. Click on the color you like and it will appear as the foreground color.

3.12 Color Sampler tool

Color Sampler tool is used for collecting and organizing a set of colors out of a particular image. To activate this tool click  icon. Then click areas of image you want and the Color Sampler panel will show the information about the pixels you pinned:



3.13 Dodge and Burn Brush tools

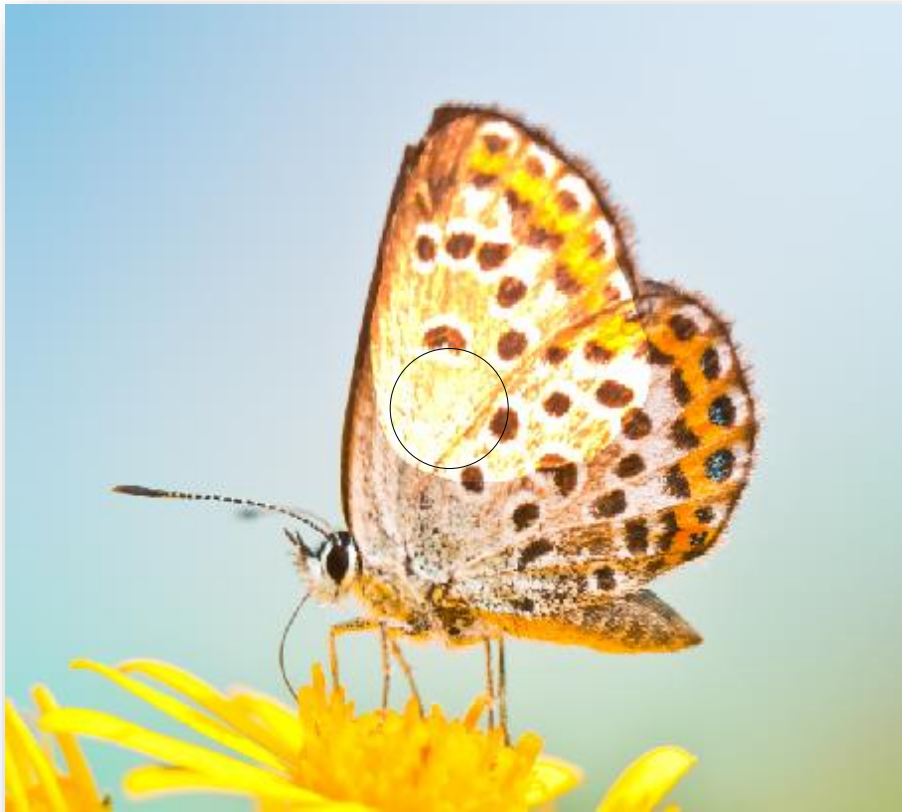
This tool set consists of “Dodge” and “Burn” tools. In order to switch between them click and hold or right-click the icon.

Dodge brush tool is used for lightening particular areas of the image without destroying the texture

of the image. In order to activate Dodge brush tool, click  icon. Dodge toolbar will appear:



Adjust the parameters the same way you do it for a normal brush and apply the Dodge effect by painting with this Dodge brush over the image.



Burn brush tool is used for darkening particular areas of the image without destroying the texture of the image. In order to activate Burn brush tool, click  icon. Burn toolbar will appear:

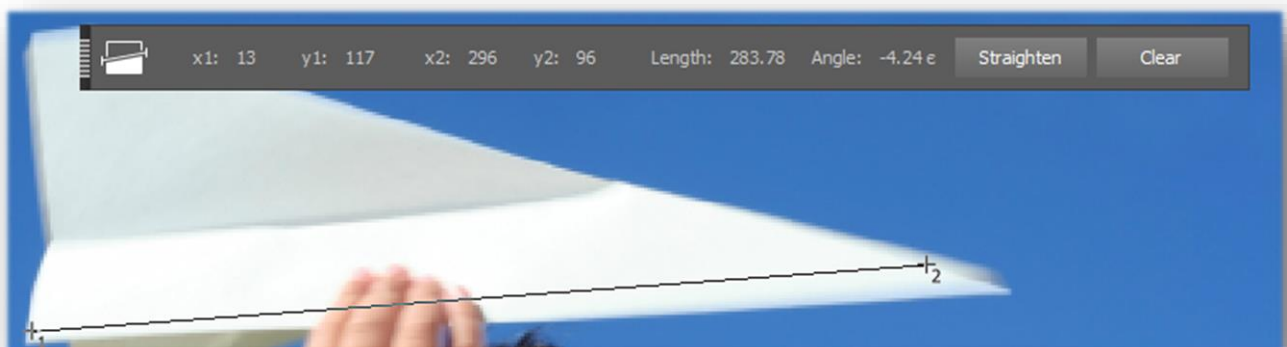


Adjust the parameters the same way you do it for a normal brush and apply the Burn effect by painting with this Burn brush over the image.



3.14 Ruler tool

The Ruler tool is used for measuring distances and angles between specified points. To activate this tool click  icon or press R key. Ruler tool bar will appear:

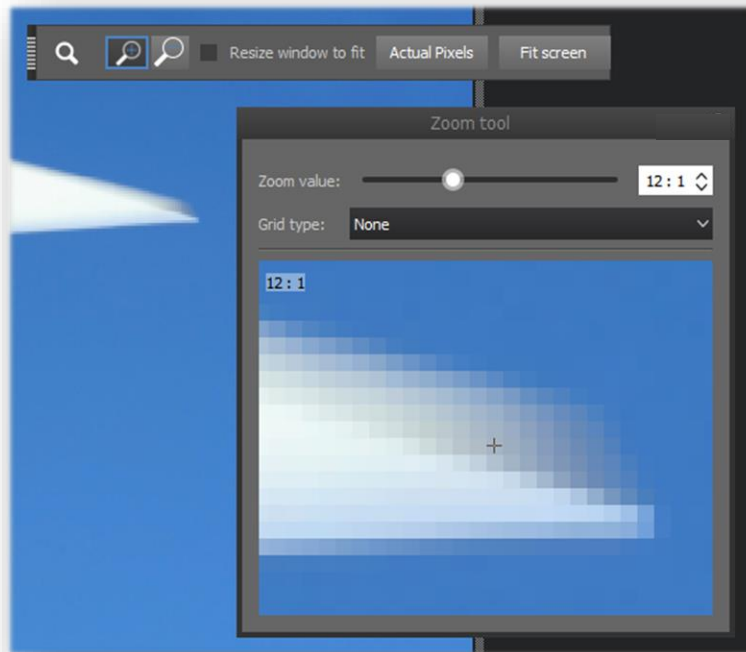


Click+hold and drag between 2 points you want to measure. The information will appear on the tool bar.

A very helpful function is Straighten. Click "Straighten" if you want to rotate the image for the line to become horizontal.

3.15 Zoom tool

To activate Zoom tool click  icon or press Z key. Zoom tool bar and panel will appear:

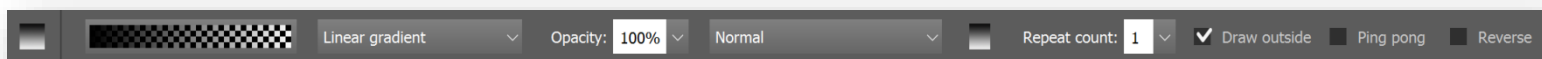


Changing zoom parameters and cursor position you can examine the required image area.

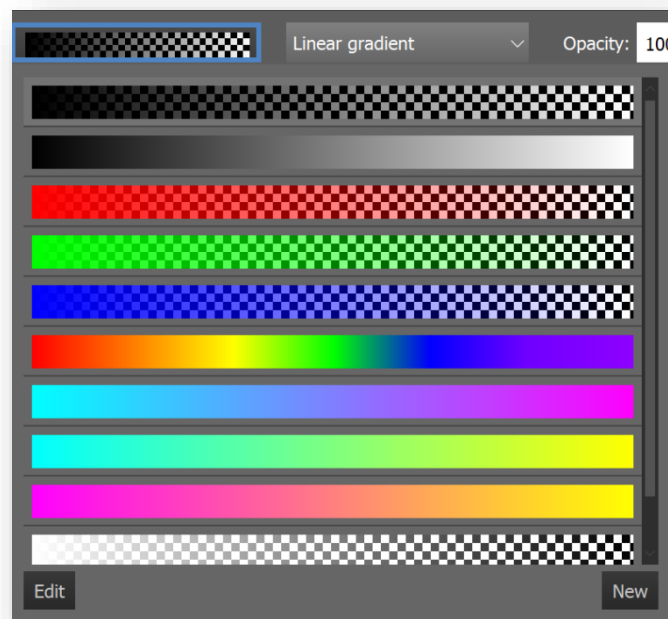
3.16 Gradient tool

The Gradient tool makes it possible to create a gradually changing superposition of several colors. To fill a portion of an image with a color, you should first select the required area to be filled. Otherwise, the whole active layer will be filled.

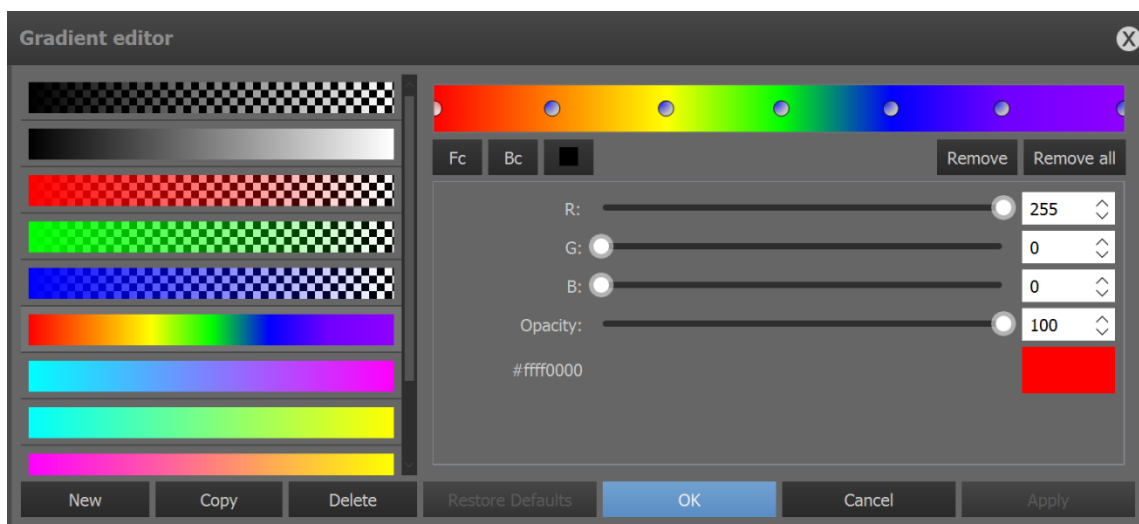
To activate Gradient tool, click  icon or press G key. You can choose a type of gradient by click+hold or do it later in the tool bar and panel appeared:



Advanced settings are available via gradient drop-down box on the toolbar:



Any gradient from the list can be changed by clicking “Edit” button. In the gradient editing dialog you can change its parameters and colors. You can spot and dislocate gradient dots in the upper “line” by clicking the mouse. Colors can be selected pressing buttons “Fc” and “Bc” (Foreground color and Background color respectively) or with the color panel (button ). Other colors and transparency can be configured with the sliders below:



3.17 Vector Objects tool

To activate Vector Objects click  icon or press U key. You can choose a type of object by click+hold or do it later in the tool bar and panel appeared:



Then you can draw any objects using the parameters from the tool bar. The objects can be managed via Path panel (see [1.5.3 Paths](#)).

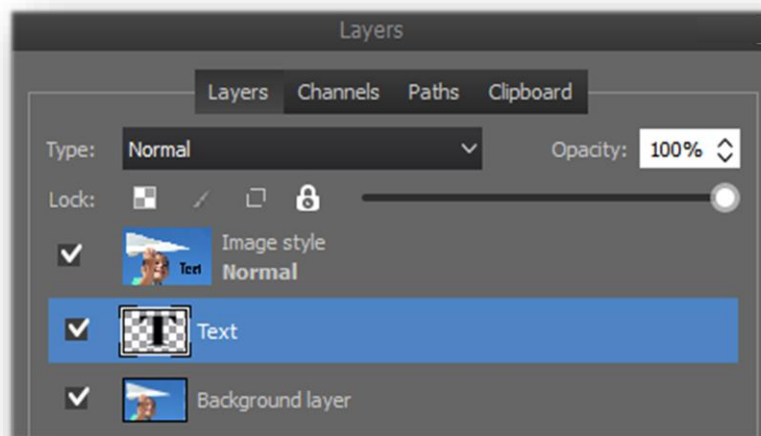
3.18 Text tool

To activate Text tool click  icon or press T key. Text tool bar and panel will appear:

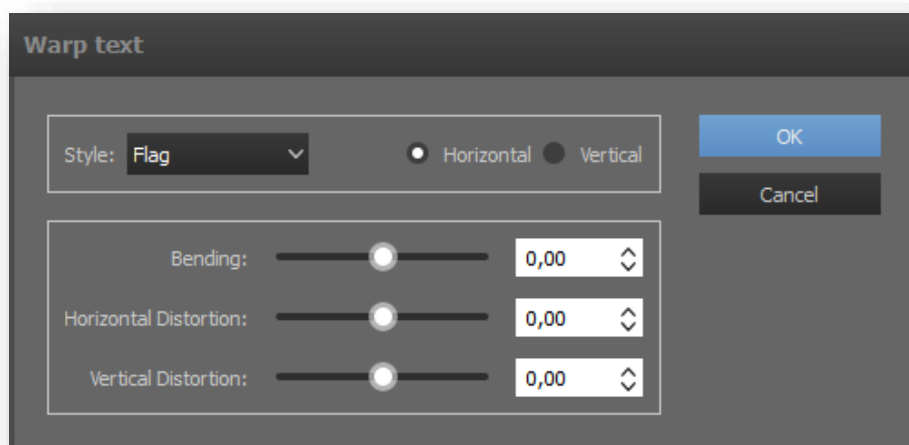


Then move the text cursor  over the image and click the place you want to enter text on.

The application will switch into Text Enter mode and you can start typing a text. A new text layer will appear automatically:



During entering a text you can choose a font type, size and style using the text toolbar. Additional parameters can be set up by clicking “Warp” button. The following window will appear:



Click button  to commit the text entered or button  to cancel it. Please note that while Text Enter mode is running, all other functions will be blocked.

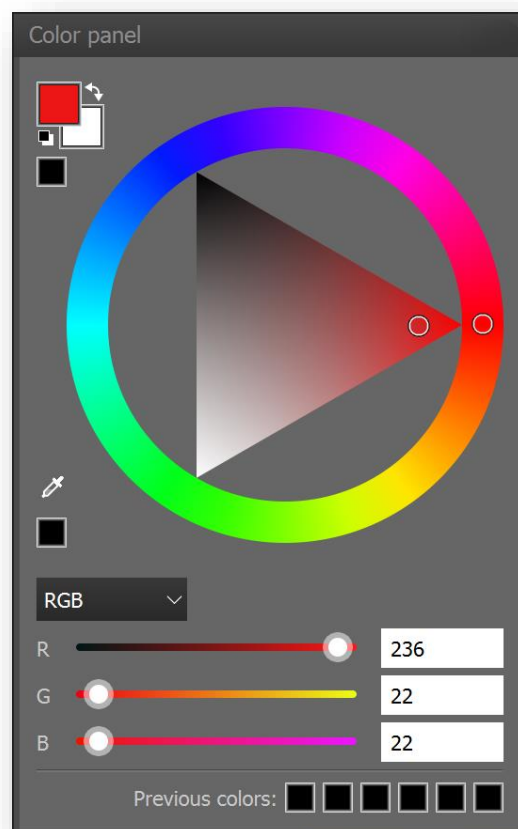
When finished, you can convert the text layer to image by right-clicking on the text layer in the layers panel and selecting “Convert text to image” menu item.

Note. Correction or filters cannot be applied to the text layer. The text must be converted into a raster image before applying correction and filters. The text layer must be converted into an image pressing “Convert text layer” menu item (by right-clicking on the layer).

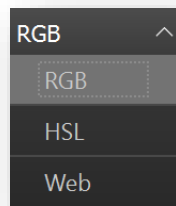
3.19 Foreground and Background Colors

To set the foreground and background colors click the corresponding one on  icon of the toolbar below. The system color selection window will appear.

You can interchange the foreground and background colors both in the color bar window and on the tool bar by left - clicking  mark of the icon to the right above the squares. Pressing 



icon makes it possible to back up the foreground and background colors supplied by the default setting. In the color panel section “Recent colors” the latest colors used are shown. The colors can be seen as one of the following color spaces: RGB, HSL, Web. The color type of the space can be selected in the list as given below:

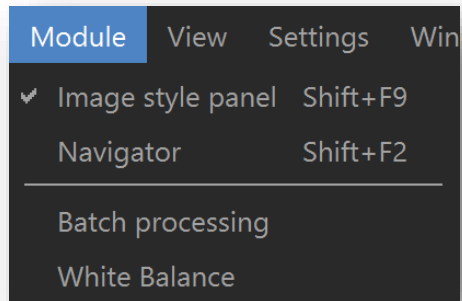


Each color space has its correspondent sliders set that enables to set up a color. Pressing button, that reveals the latest color chosen by “color picker ” tool, this color will set up as the foreground color.

Note. You can show or hide the Color Panel via Window menu.

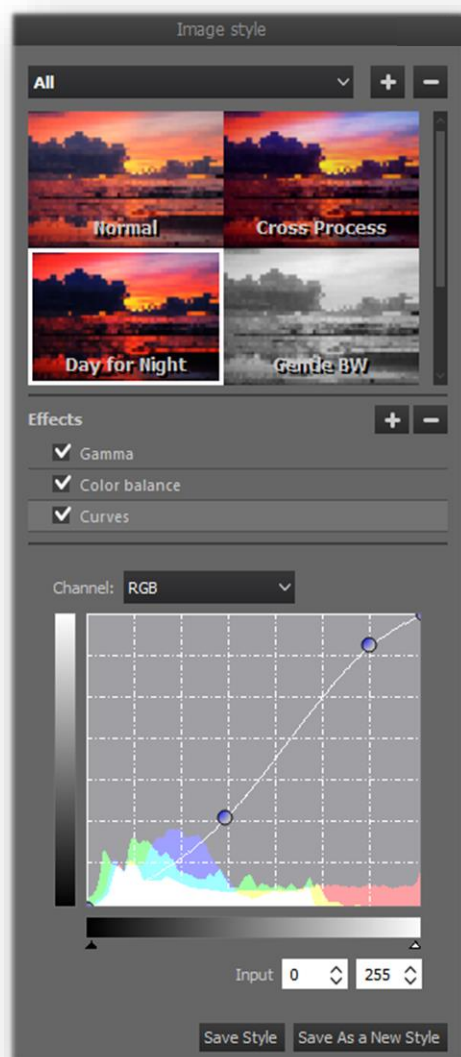
4 Modules

Use “Module” menu item to start specific modules:



4.1 Reversible stylization

Click “Image style panel” menu item to open this module.



Reversible stylization module makes it possible to process an image with just one click, by applying style presets. With it you can “play” with picture parameters without affecting the source image.

Reversible stylization is presented as Image Style window organized as a panel. You can switch it on and off by clicking “Module > Image Style panel”. The panel can be floating or docked to the right-hand side.

Image Style Panel allows executing the follows actions:

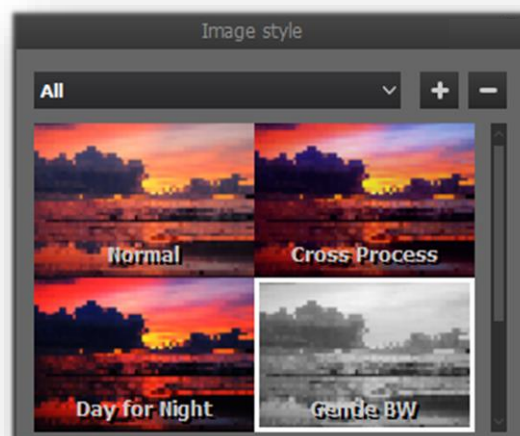
- Create, modify or remove style presets
- Add, modify or remove effects within presets
- Apply presets to images with just one click.

Please note that style presets can also be managed in Preferences (see [5.4. Style presets](#)).

Image Style Panel consists of 3 sections: Presets, Effects and Effects details.

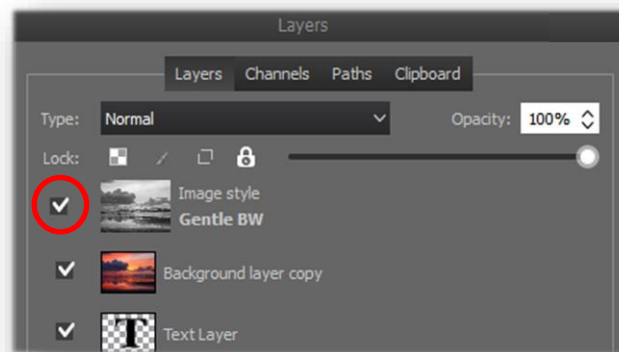
4.1.1 Presets

Presets section presents a list of presets organized as thumbnails with preview of every preset applied to the current image.



Click any preset in the list and see the image will change accordingly.

Please note that the source of the image is not affected. Chosen preset is applied as a style which can be switch on or off on the Layer panel:

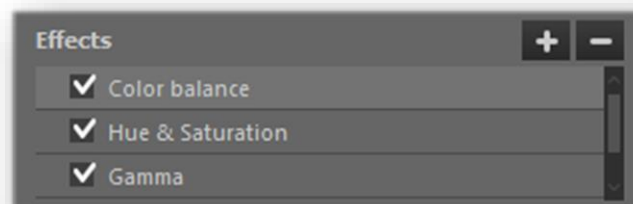


Note. We recommend to switch off stylization while painting on or modify the image otherwise.

Within Presets section you can filter presets, add new or remove existing ones clicking “+” and “-” buttons.

4.1.2 Effects

Effects section contains list of effects included into the selects preset:

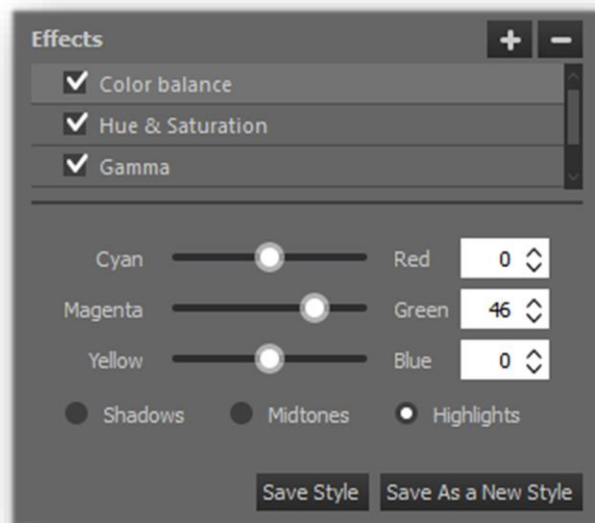


Clicking check boxes in front of every effect you can switch them on and off. You can also add or remove effects from the selected preset clicking “+” and “-” buttons. All adjustments and filters are available as effects. See [2.6 Adjust](#) and [2.7 Filters](#).

All the changes are reflected in the presets section and the image right away.

4.1.3 Effects details

Effects details section presents parameters of the selected effects:



You can adjust the parameters and see the immediate result in the presets section and the image.

Changes done can be saved with the same or a new preset by clicking “Save Style” or “Save As a New Style” correspondingly.

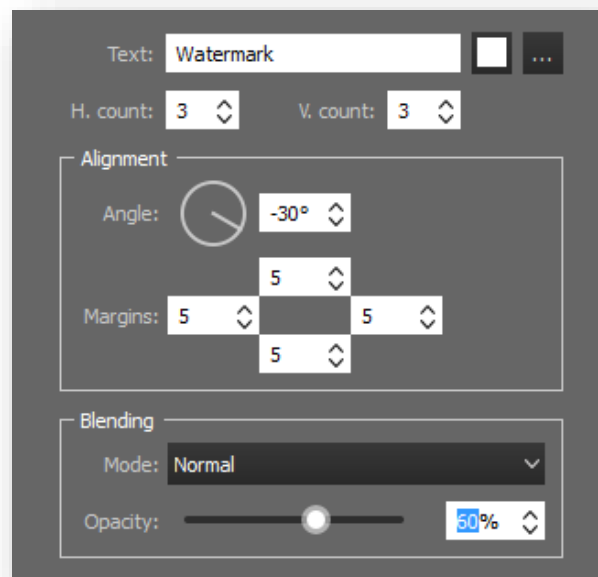
Please note that all the changes you do with parameters are not stored automatically. If you changed any parameters and then switched to another preset without saving them, the system will ask you if you want to save the changes done or not.

In addition, the following effects are available for the stylization only:

- Watermarks
- Signs

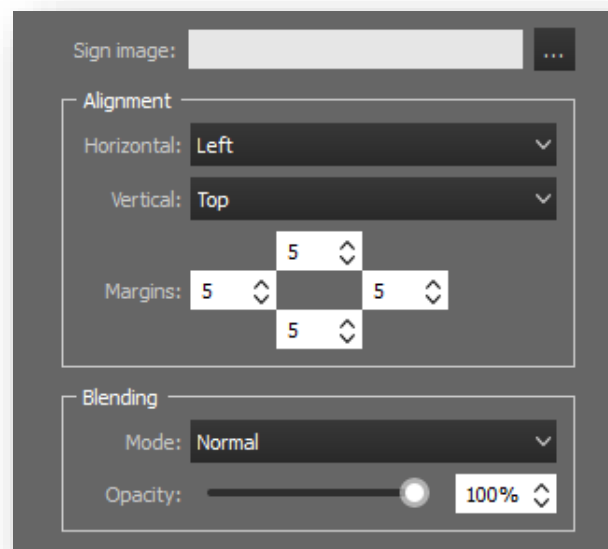
4.1.3.1 Watermarks

This effect applies watermarks to the image:



4.1.3.2 Signs

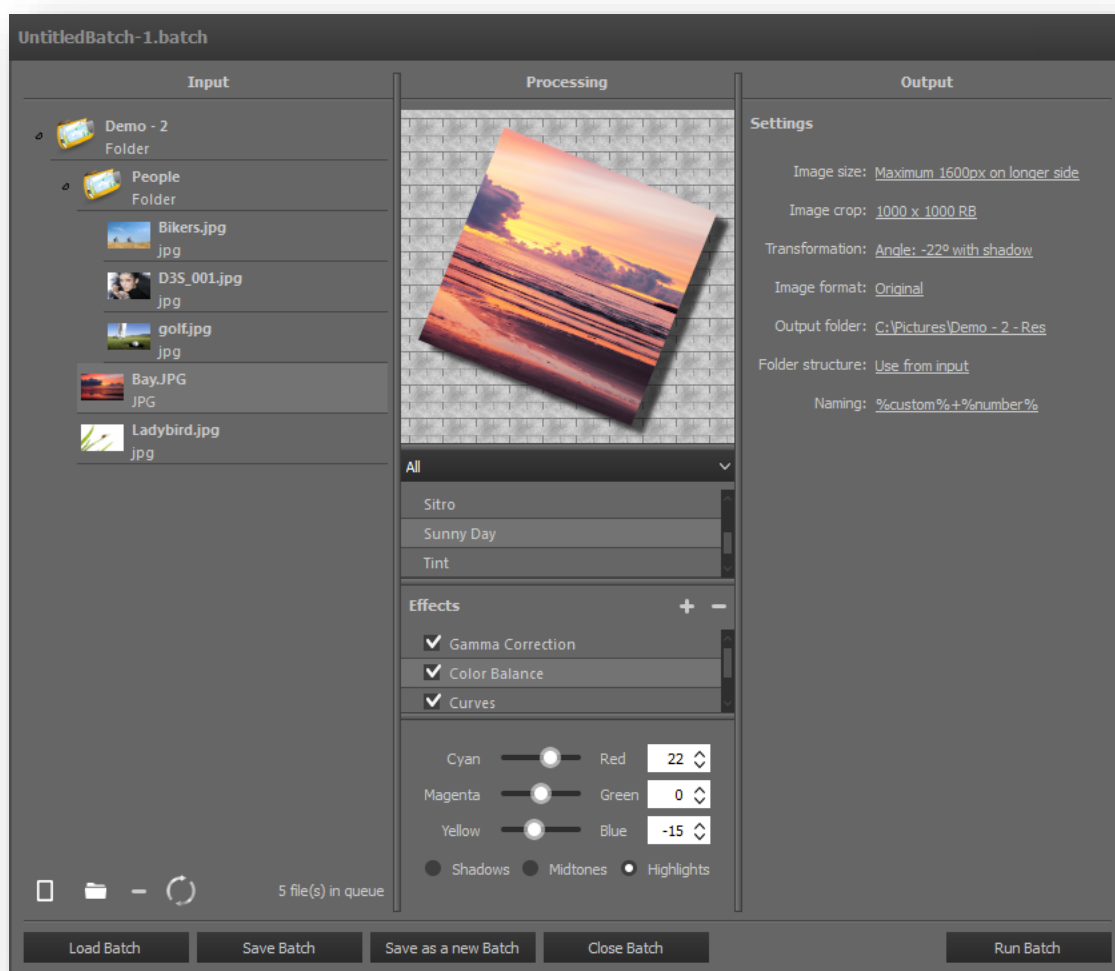
This effect applies a sign to the image:



4.2 Batch processing

Batch processing module makes it possible to apply stylization presets to multiple images in various formats and types.

You can open Batch Processing window by clicking "Module > Batch processing" menu item. An empty batch form will appear. Then you can create a brand new batch or load an existing one pressing "Load" button.



Batch Processing Module allows executing the follows actions:

- Select a set of input images
- Define a set of actions to be performed on the selected images
- Define a target format for the images
- Perform the selected actions

4.2.1 Input area

You can select a set of input images or folders by clicking one of the buttons on the bottom-left side of the screen: “Add file” or “Add folder”  .

A system open file window will appear where you can choose a file or a folder correspondingly. All selected files and folders will appear in the Input area in a tree view.

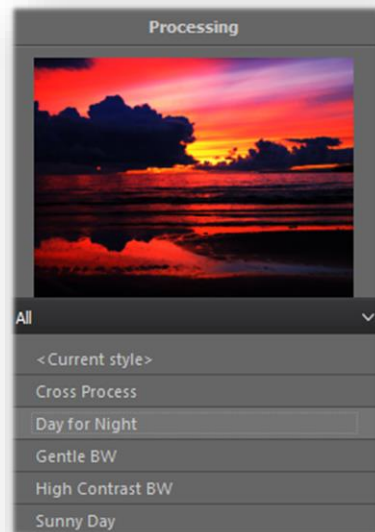
Use  button to remove a file or folder from the Input list. Use  button to refresh the Input list.

4.2.2 Processing area

Processing area consists of 3 sections:

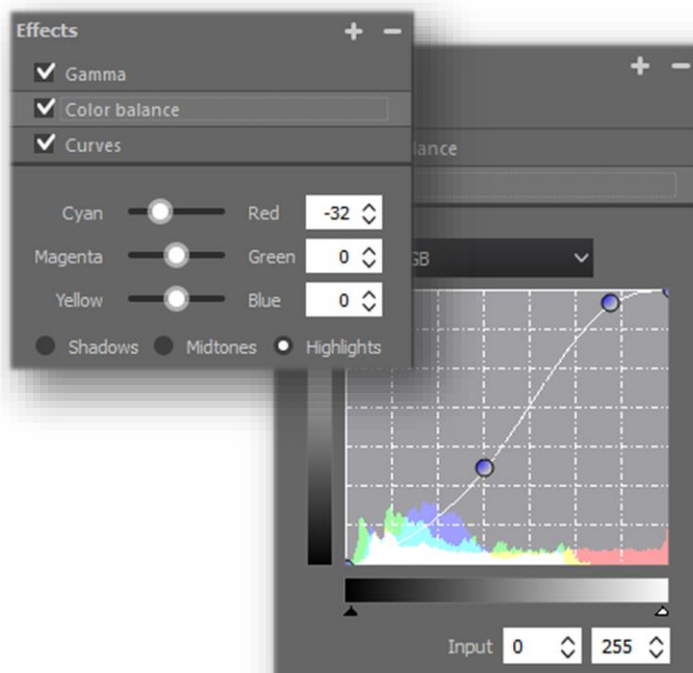
- **Preview.** Image preview part shows chosen image preview according to selected preset. Select any image in the Input area to see its preview.

- **Presets.** You can choose any preset to be applied to the list of images.



You can also modify presets in the Image Style window (see [4.1 Reversible stylization](#)) or in Preferences (see [5.4. Style presets](#)).

- **Effects and details.** You can add (button ) , remove (button ) or modify effects for the selected preset as well as modify any effect details:



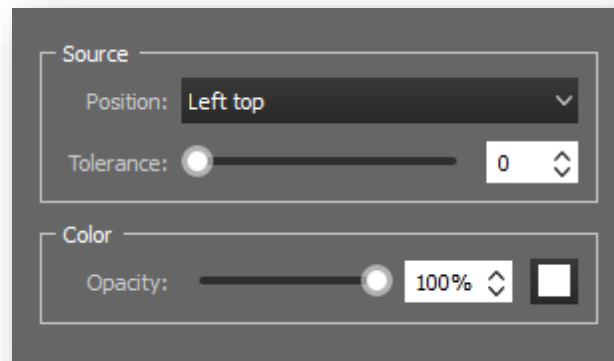
Please note all the modifications you do with presets are only saved in this particular batch. So, if you modify any effect details, they will be stored under "<Current style>" preset keeping the initial presets not affected. If you need to modify presets themselves, you can do it either in Image Style window (see [4.1 Reversible stylization](#)) or in Preferences (see [5.4. Style presets](#)).

In addition, the following effects are available for batch processing only:

- Color replacement

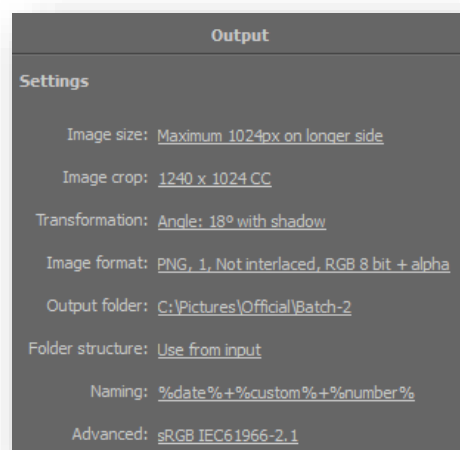
4.2.2.1 Color replacement

This effect replaces a color or a color set in the image:



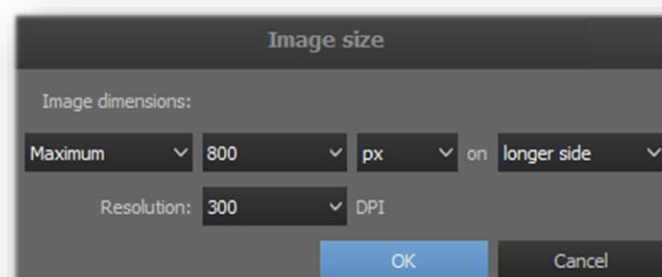
4.2.3 Output area

You can set up the target parameters in the Output area.



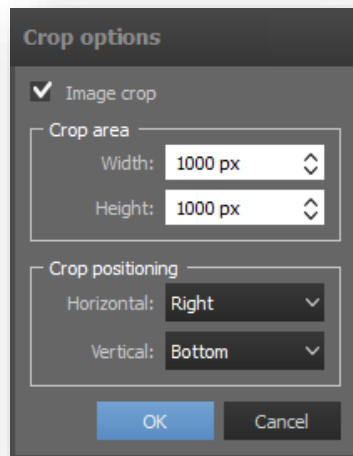
4.2.3.1 Image Size

When you click the text next to “Image size:”, the Image Size setup window will appear:



4.2.3.2 Image Crop

When you click the text next to “Image crop:” the Image Crop setup window will appear:



4.2.3.3 Transformation

When you click the text next to “Transformation:” the Image Transformation setup window will appear:

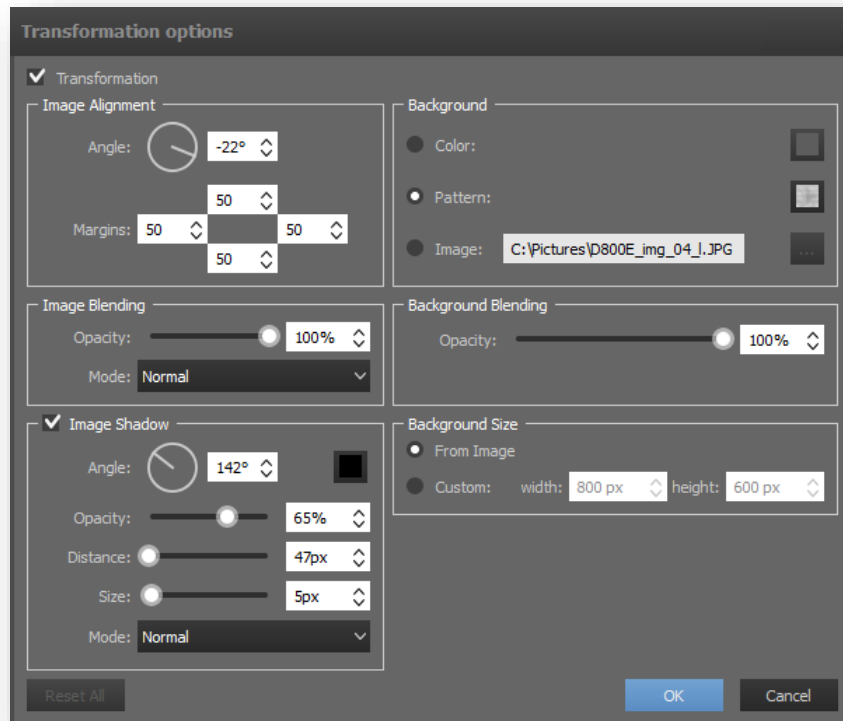


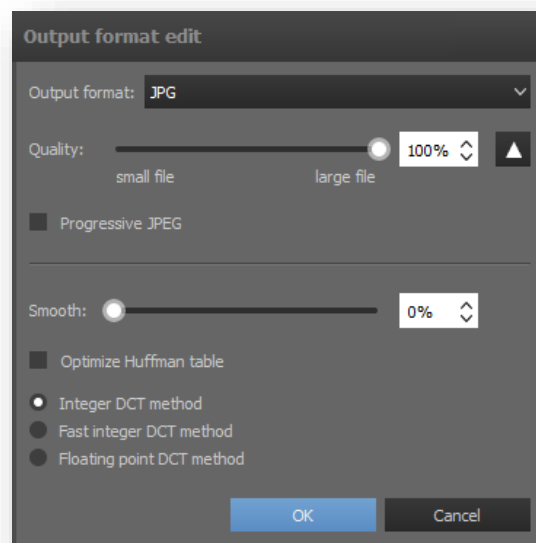
Image Transformation allows you:

- Rotate the image by a free angle
- Put a background behind the image. The background can be a color, pattern or another image
- Justify the image over the background
- Drop a shadow
- Set image, shadow and background blending modes



4.2.3.4 Image Format

When you click the text next to “Image format:” label, the Image Format setup window will appear:

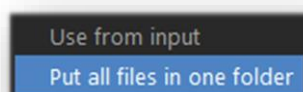


4.2.3.5 Output folder

When you click the text next to “Output folder:” label, a standard system folder open window will appear. Then you just select a folder for the batch results.

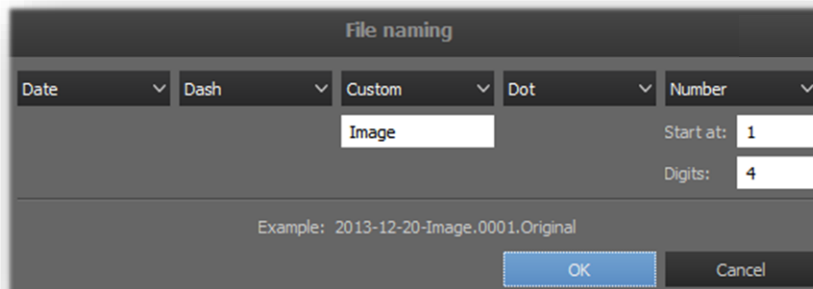
4.2.3.6 Folder structure

When you click the text next to “Folder structure:” label, a menu will appear:



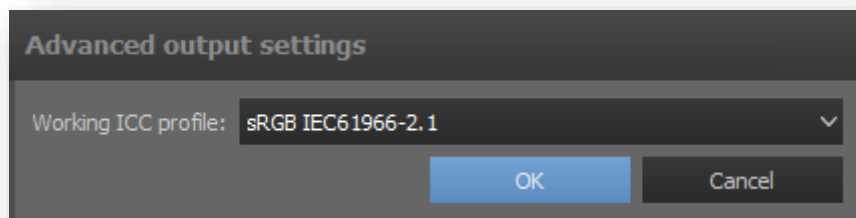
4.2.3.7 Naming

When you click the text next to “naming:” label, the File naming window will appear:



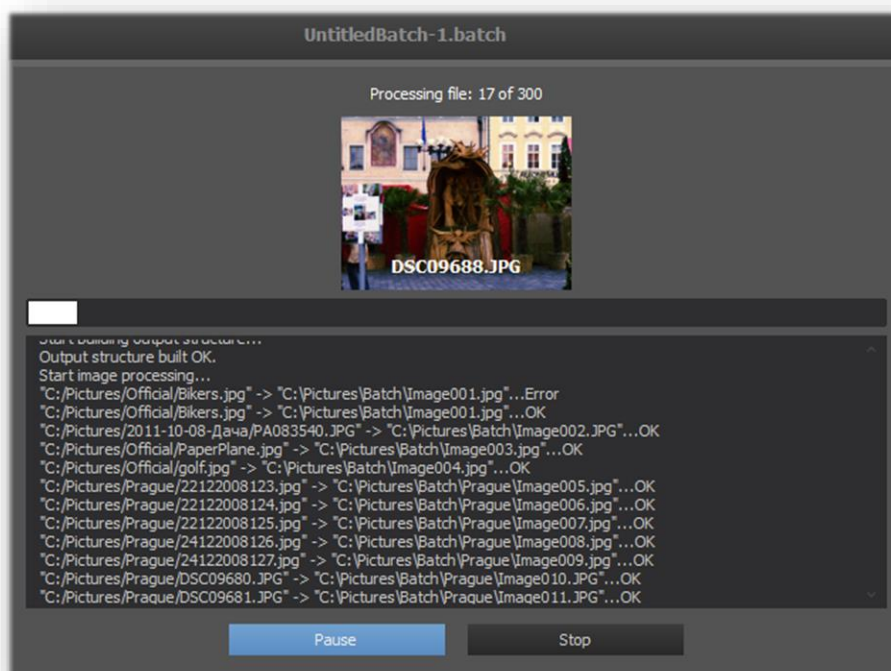
4.2.3.8 Advanced

When you click the text next to “Advanced:” label, the Advanced settings window will appear:



4.2.4 Run the batch

Click “Run” button to perform the batch configured. Progress dialog will appear:



You can pause or stop batch processing while running.

If any error occurs during batch processing, there will a special window appear with a question “How do you want to proceed?”. You can choose among options “Stop”, “Skip” or “Overwrite” (for some types of errors). The overall system behavior on how to react on such errors can be configured in Preferences (see [5.5. Batch processing policies](#)).

Other functions of batch processing:

- Load. Loads a previously saved batch.
- Save. Saves the batch.
- Save as. Saves the batch as a new file.

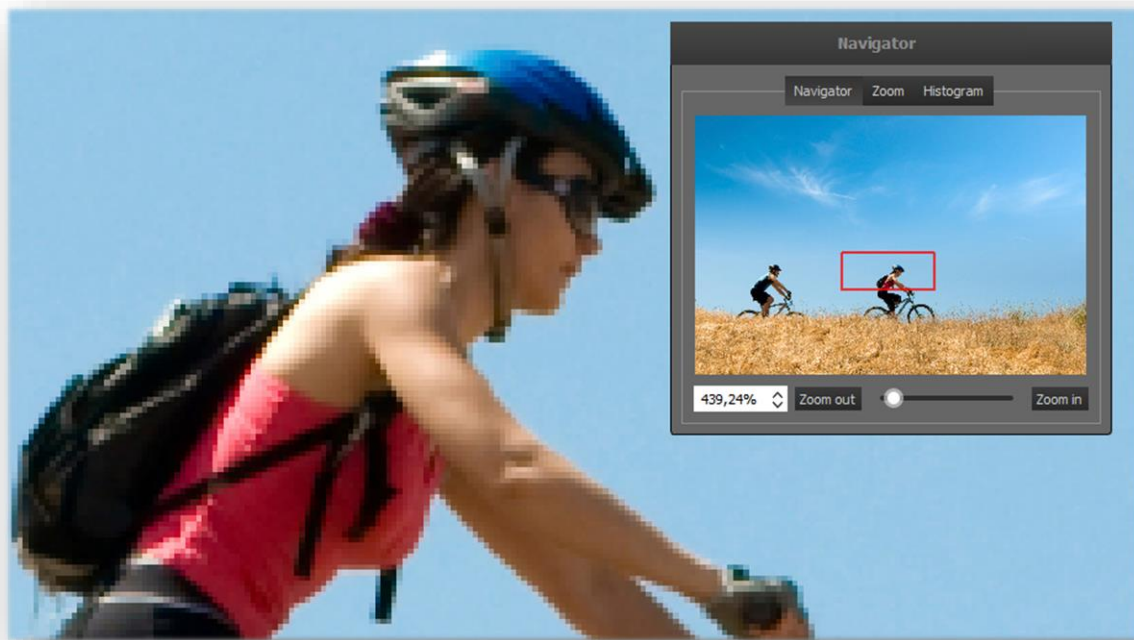
4.3 Navigator

In order to call the Navigator, click “Module > Navigator” menu item or press Shift+F2 :



4.3.1 Navigation and Positioning

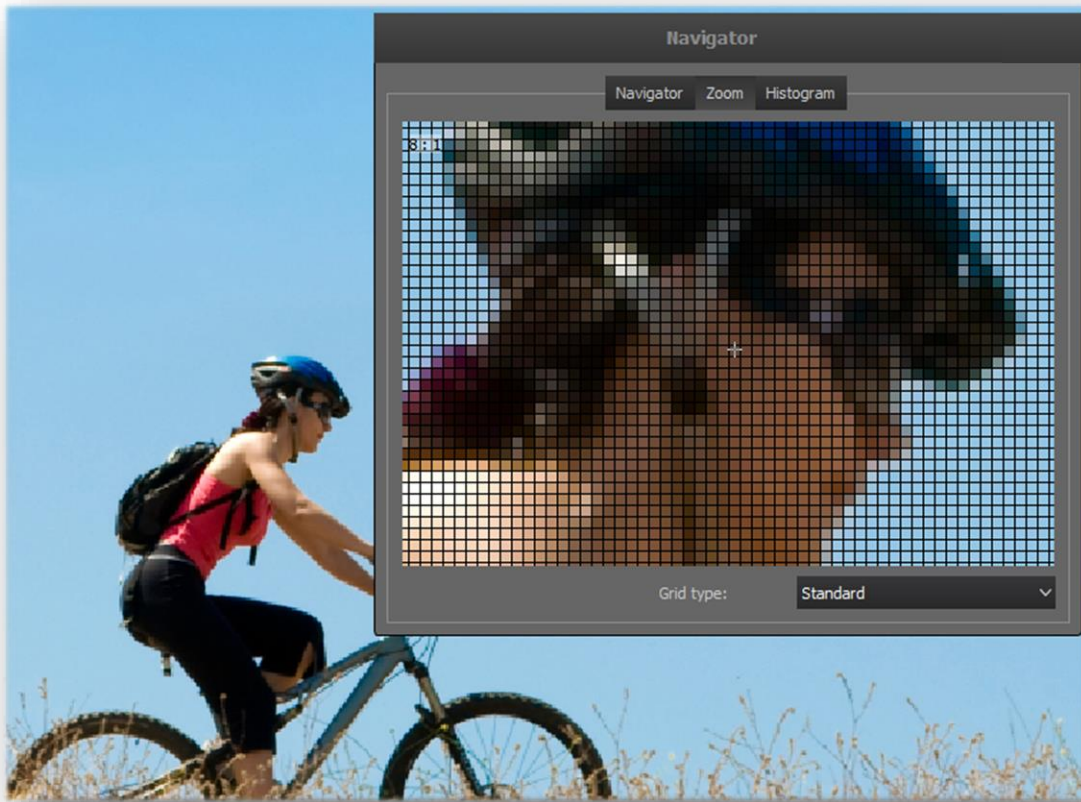
With the Navigator panel you can scale an image using the zoom slider and dragging the red frame area:



The image will be positioned and scaled accordingly.

4.3.2 Zoom

With the Zoom panel you can an image area at a required scale. Just set zoom options and greed type and point an area on the image:



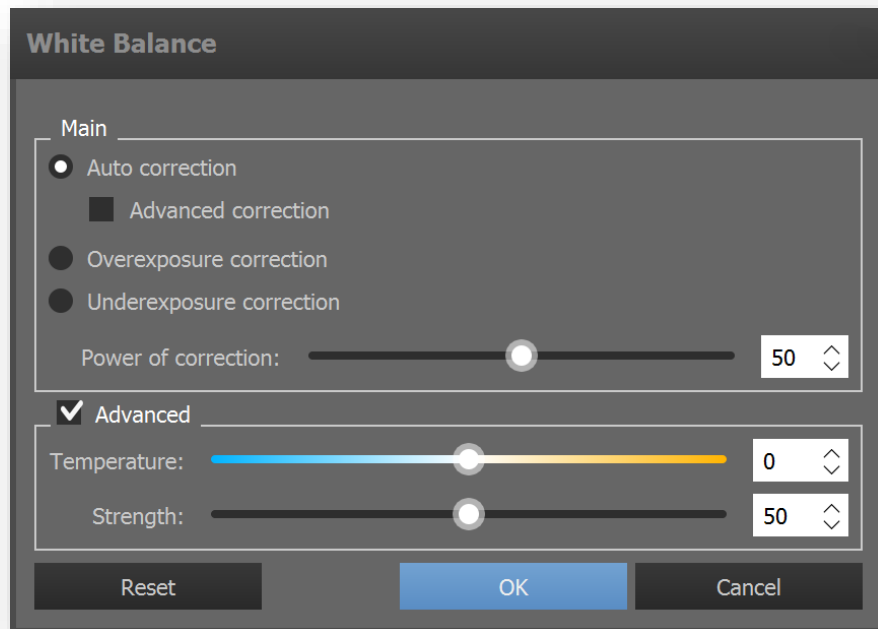
4.3.3 Histogram

With the Histogram panel you can see graphical representation of brightness levels and the number of pixels within that brightness range. The histogram tab shows the number of pixels on every level of brightness - both for each channel separately and for all channels combined. Channels can be selected in the Channel drop-down box. By moving the cursor into the diagram, you can see number of pixels and range.



4.4 White Balance

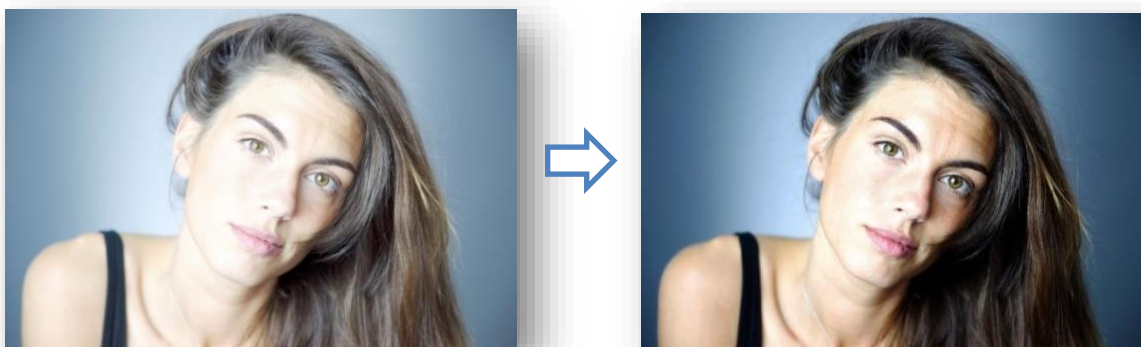
Select “Modules > White Balance” menu items. The window will appear:



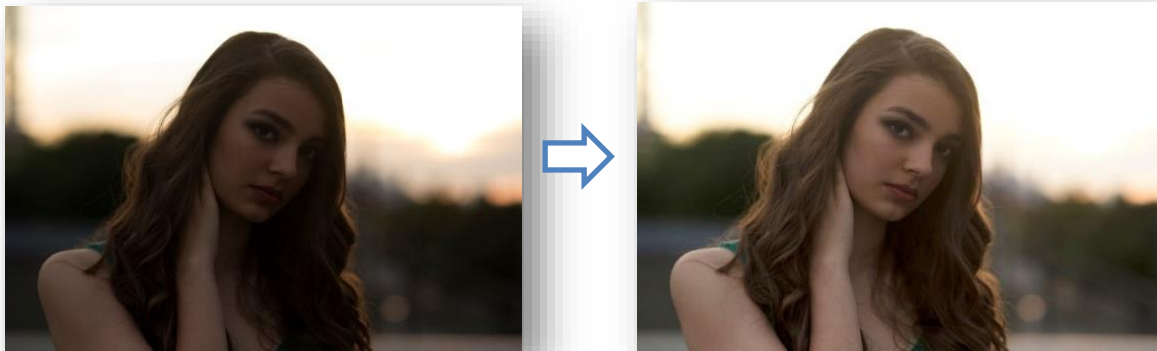
“White balance” is used to adjust the color temperature of the image. It has basic and additional settings. The basic settings you can select either automatic mode correction (more sensitive algorithm could be additionally activated), or use one of two correction variants for certain cases (over - or underexposure of the image). The power of correction can also be adjusted.

Additional settings let you change the color temperature to make your image “warmer” or “colder” and adjust the strength of these changes.

Overexposure correction:

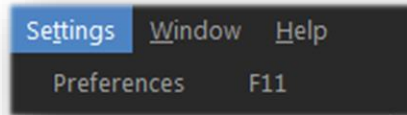


Underexposure correction:



5 Preferences

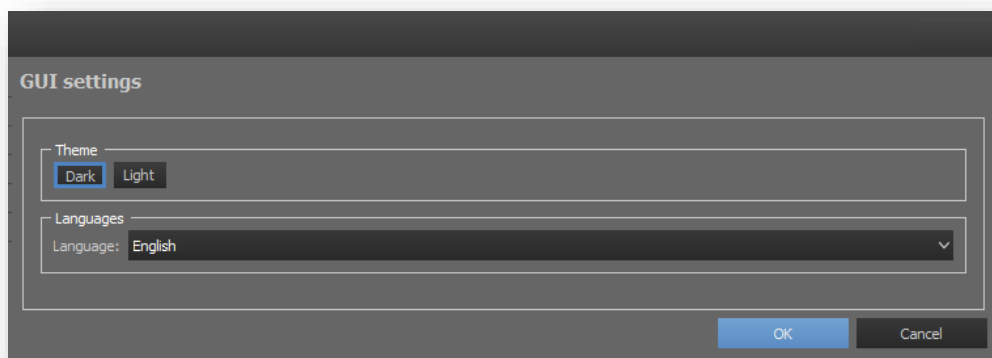
You can call Preferences window by clicking “Settings > Preferences” menu item or pressing F11.



Preferences window consists on the list of settings areas presented as a list on the left-hand side. When you click any item on this list, the system shows the corresponding settings on the right-hand side.

5.1 GUI settings

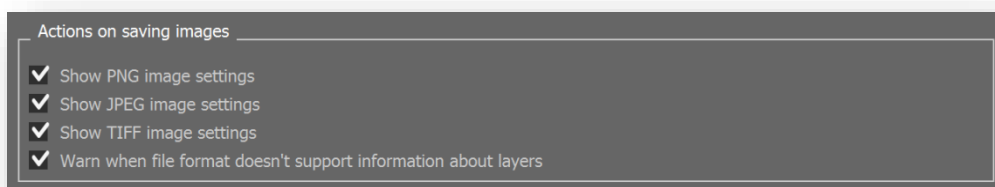
This section will allow you to change the UI theme and Language.



Note. The UI theme will be change after you restart the system.

5.2 Messages and confirmations

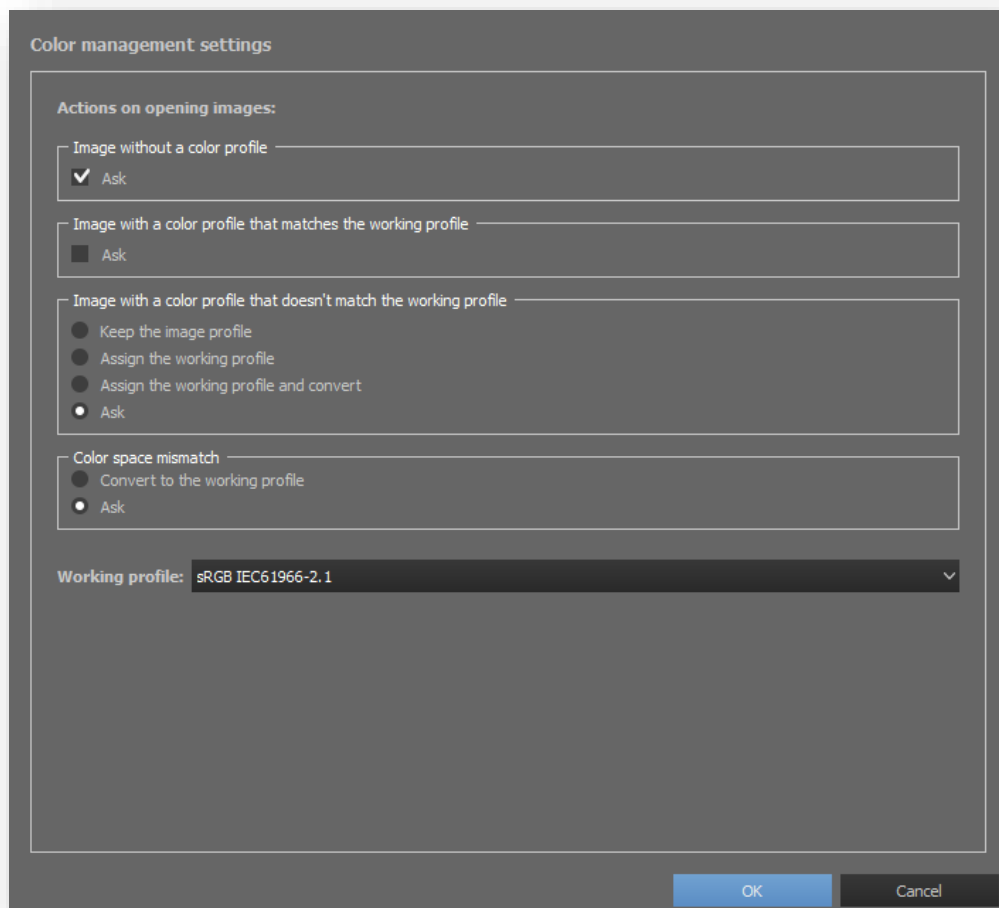
This section will allow you to configure whether to show the “Save Settings” window on “Save As” operation.



See also [2.1.4 Saving an image](#)

5.3 Color management settings

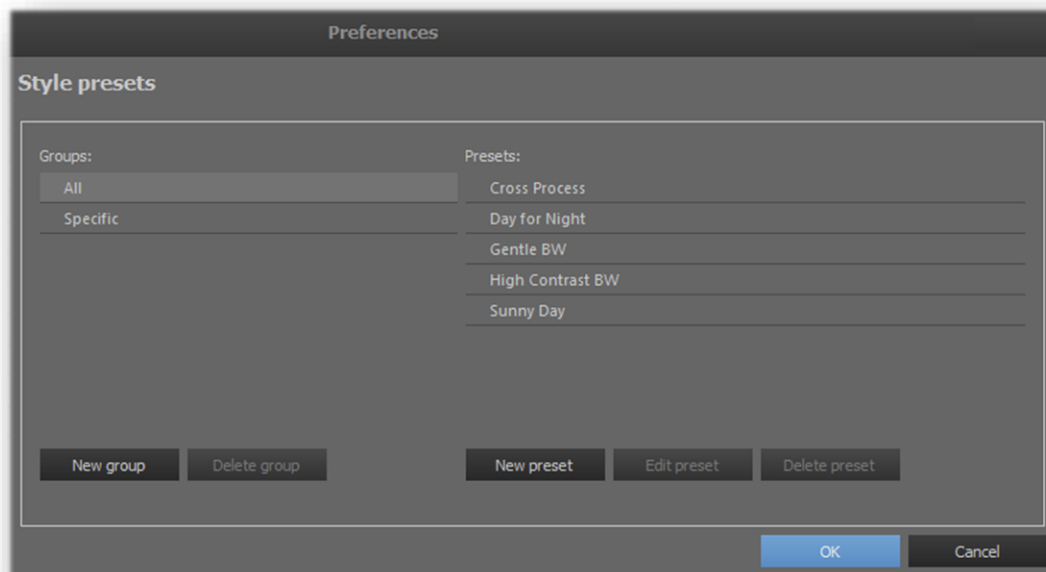
Within this area you can set a working color profile as well as set up the system behavior on opening image files without color profiles or with color profiles that either match or mismatch the working one.



See also [2.1.2. Opening an existing file.](#)

5.4 Style presets

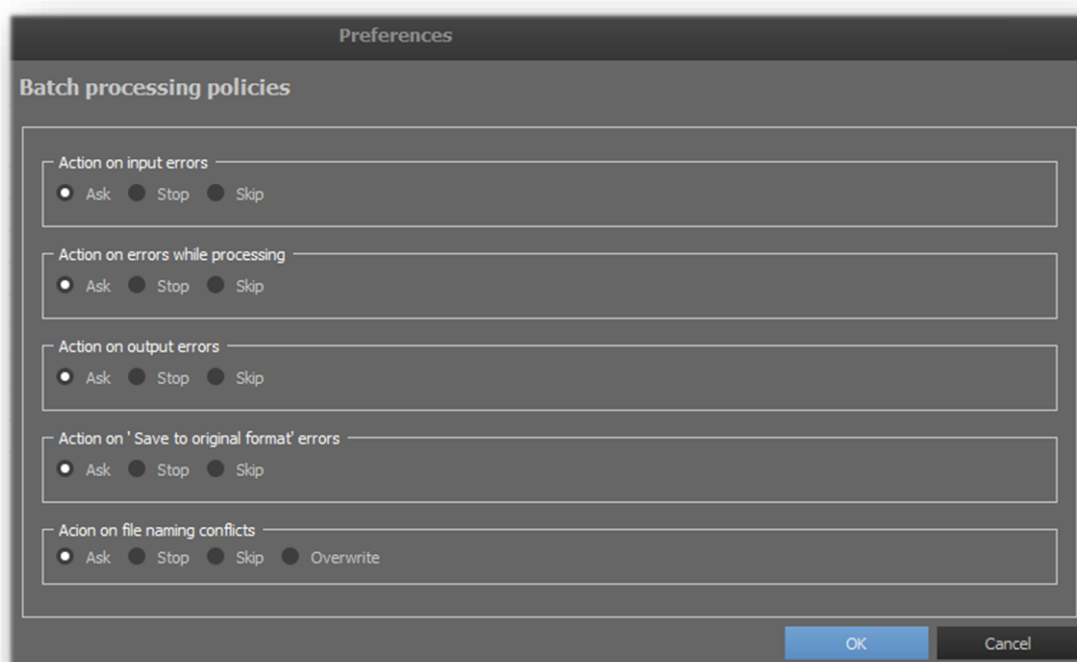
This area provides a basic level for managing style presets.



See also the advanced level of managing styles in [4.1 Reversible stylization](#).

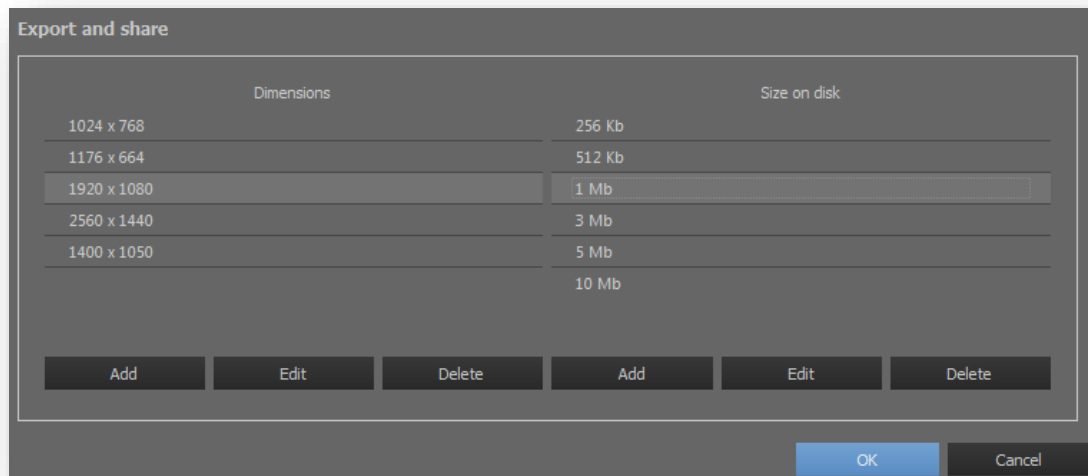
5.5 Batch processing policies

Within this area you can manipulate the policies that the batch processing should follow when errors occur.



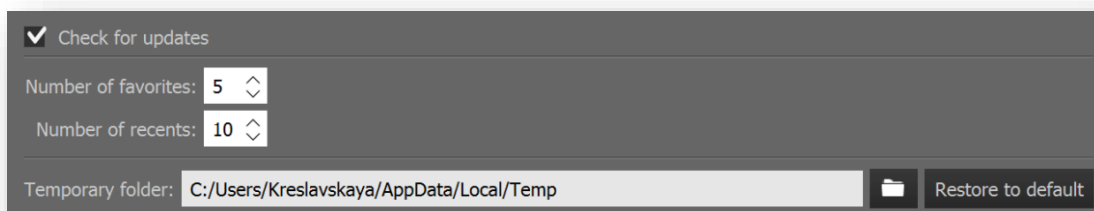
5.6 Export and Share settings

Within this area you can manage the list of parameters for Export and Share:



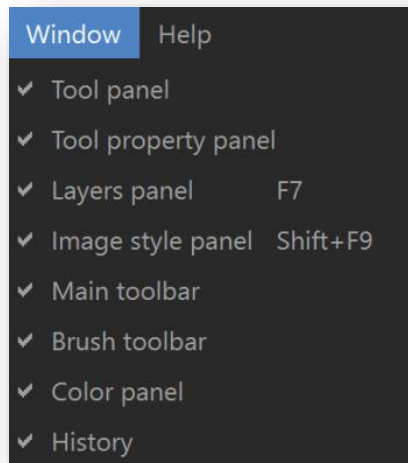
5.7 Miscellaneous

This section has different settings: message control setting, recent open files list parameters setting and saving temporary files ways setting (in case user's disk C does not have enough space) when it is possible restore the way by default.



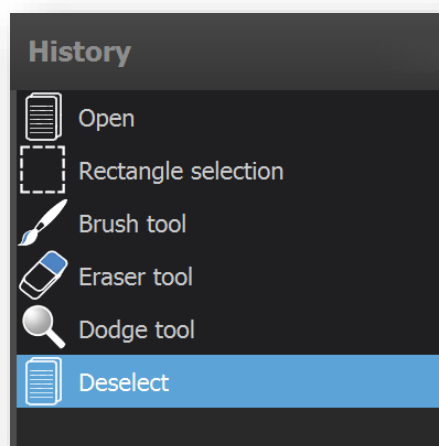
6 Window

“Window” menu item lets you manage the visibility of different windows and panels on the screen. If you want hide or show panel you should click the necessary list line.



6.1 “History” window

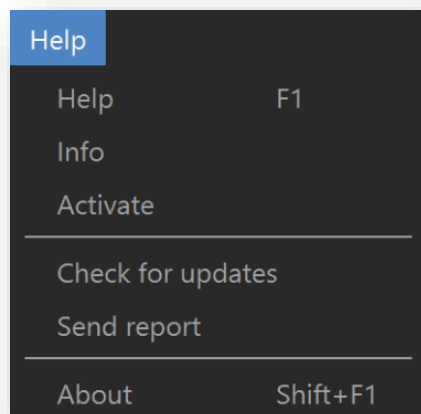
“History” window indicates the sequence of operations done by the user while working with the image:



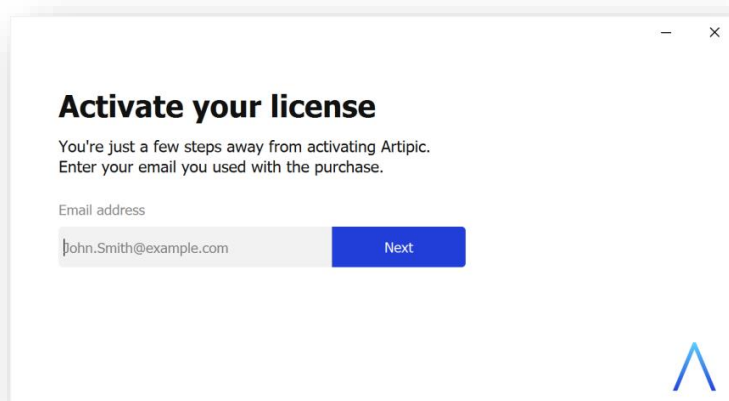
The list can be worked with. It is possible to return to any work level with the image while it is open in the application, even after saving it. After closing the file, the operations history becomes empty.

7 Activation

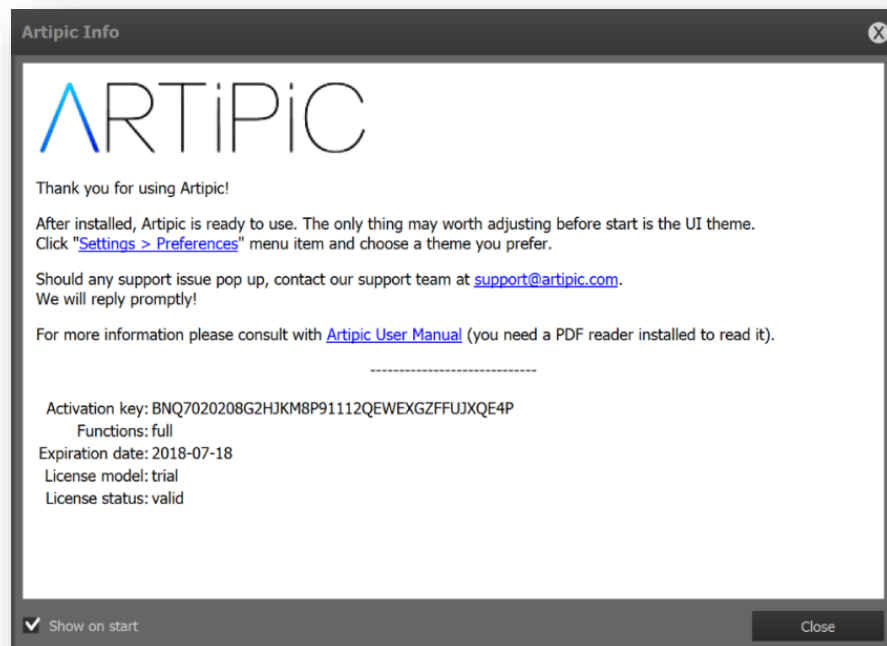
To activate the new program license it is necessary to press “Activate” item of “Help” menu item:



Activation manager window will appear, where you must type in the activation code and press the «Next” button”

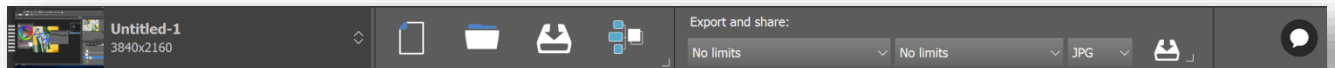


After that the activation, key, license type, its validity and status information will be updated:

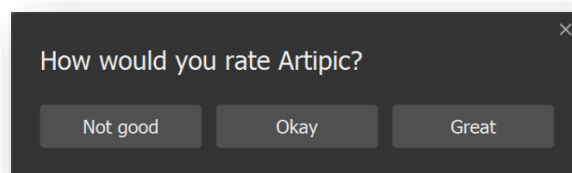


8 Feedback

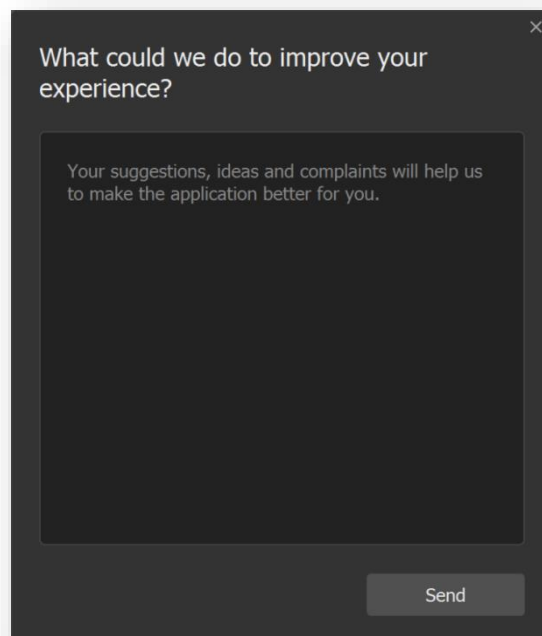
You may press “Feedback”  button that is to the right of the main toolbar in order to rate the application or to ask any question to the support service:



Pressing this button, a dialog will open where the user can rate the application:



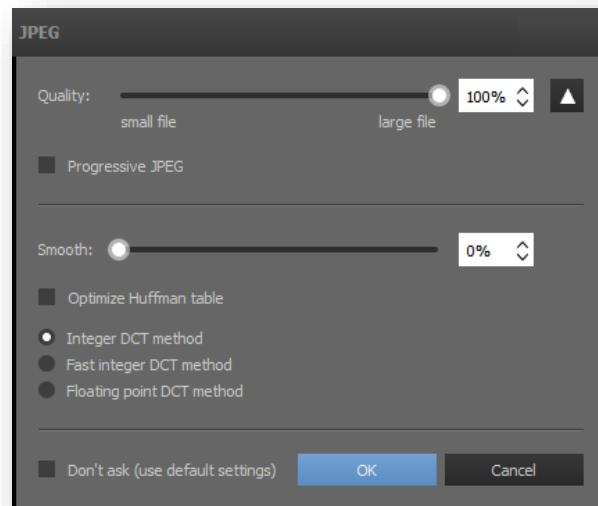
After the user rated the application by pressing the button of his personal opinion, the feedback dialog will appear, where the user can leave a message and send it to the technical support service.



9 Image formats supported

9.1 JPEG format (.jpg, .jpeg, .jpe, .jp2)

JPEG (developed by and named after the Joint Photographic Experts Group) is one of the popular graphics formats used for saving photographs and similar images. The JPEG compression may lose some information. When saving JPEG images, the system shows the following window:



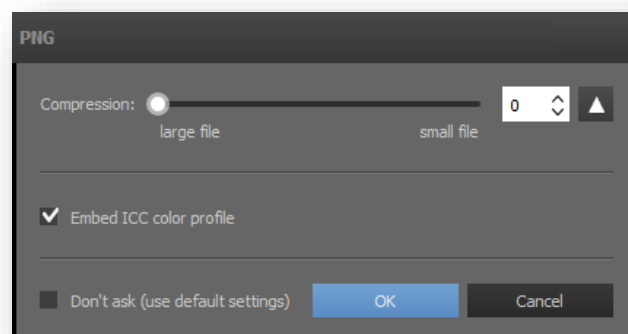
9.2 PNG format (.png)

PNG (portable network graphics) is a raster format for saving images using the lossless Deflate algorithm.

PNG format supports the three basic types of raster images:

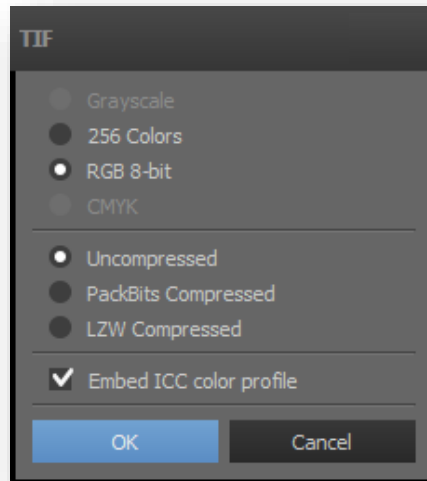
- Half-tone images (16 bit color depth);
- Indexed color images (8 bit palette, 24 bit color depth);
- Full-color images (48 bit color depth).

When saving PNG images, the system shows the following window:



9.3 TIFF format (.tif, .tiff)

TIFF (Tagged Image File Format) is a format for saving raster graphic images. When saving TIFF images, the system offers the following window:



9.4 BMP format (.bmp, .dib, .gif, .pcx, ...)

BMP (Bitmap Picture) is the format for saving bitmap (raster) images. This format allows color depths of 1, 2, 4, 8, 16, 24, 32 and 48 bits per pixel. The full-color 24-bit palette is used for color depth 16 bit and less. BMP format allows saving images as is or using certain widespread shrinking algorithms, such as the RLE.

9.5 Adobe Photoshop file format (.psd)

Artipic can read the composite image of Adobe Photoshop PSD file format.

9.6 ARTIX format

ARTIX format is used for saving you full work - images along with full image information: layers, selected areas, masks, vector and text objects as well as other document data, color spaces, color profiles, EXIF, etc.

9.7 RAW format

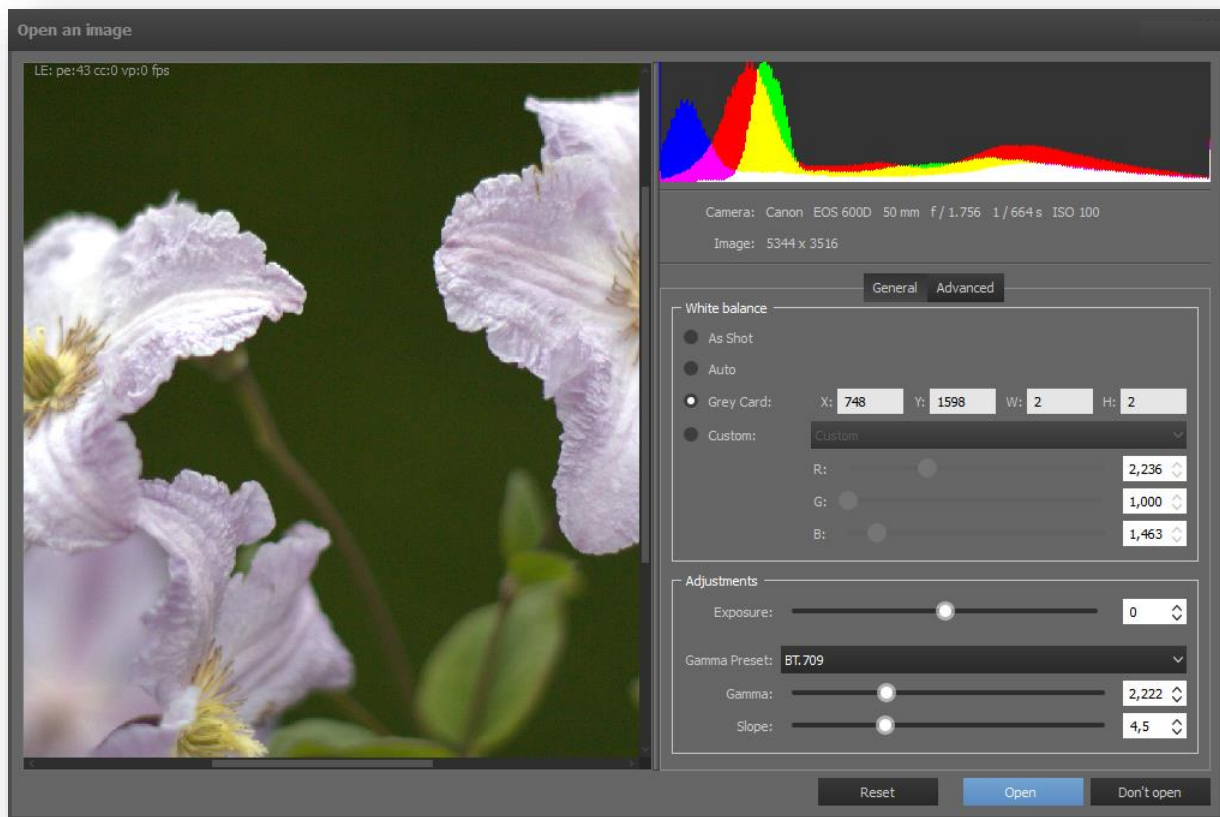
9.7.1 Formats

The system supports RAW formats from the following camera manufacturers:

Cameras	Formats
Canon	CR2, CRW, DNG
Fuji	RAF
Hasselbladt	3FR
Kodak	KDC, DCR, RAW
Leaf	MOS
Leica	DNG, RAW
Mamiya	MEF
Minolta	MRW
Nikon	NEF, NRW
Panasonic	RAW, RW2
Pentax	PEF, DNG, RAW
Polaroid	X3F
Ricoh	DNG
Olympus	ORF
Samsung	SRW
Sigma	X3F
Sony	ARW, SR2

9.7.2 RAW Converter

Images in RAW formats are loaded via a RAW converter:



RAW converter decodes 10, 12 or 14-bit image information and then converts it according to a selected editing mode.

The left-hand side presents the preview to see the results of adjusting right away.

The right-hand side presents the histogram and the main shot parameters (camera producer, exposure, ISO, etc.).

The right-hand side presents:

White balance. There are 4 options of adjusting the white balance:

1. As Shot – the leave it as it was when the picture was shot.
2. Auto – the system will try to set the white balance automatically
3. Gray Card – the system will use the grey card approach to set the white balance. You need to click a point or select an area (drag&drop) on the left-hand picture preview. The system will recognize the selected area as a grey card and will adjust the system accordingly.
4. Custom – you choose a preset from the drop-down box or set R, G and B manually.

Adjustment. Here you can adjust the exposure and gamma parameters of the shot.

10 Annexes

10.1 The table of hot keys

Function	MS Windows	MacOS
File operations		
Close	Ctrl+W / Ctrl+F4	Command+W
Close all	Ctrl+Shift+W / Ctrl+Shift+ F4	Command+Option+W
Exit	Ctrl+Q / Alt+F4	Command+Q
New file	Ctrl+N	Command +N
Open	Ctrl+O	Command +O
Print	Ctrl+P	Command +P
Revert	F12	F12
Save	Ctrl+S	Command +S
Save as	Ctrl+Shift+S	Command +Shift+S
Edit operations		
Clear selection	Delete / Backspace	Delete
Copy	Ctrl+C / Ctrl+Ins	Command+C
Copy Merged	Ctrl+Shift+C	Command+Shift+C
Paste	Ctrl+V / Shift+Ins	Command+V
Cut	Ctrl+X	Command+X
Adjust color	Shift+Backspace	Shift+Backspace
Fill background	Ctrl+Backspace	Command+Backspace
Fill foreground	Alt+Backspace	Option+Backspace
Free transform	Ctrl+T	Command+T
Undo	Ctrl+Z	Command+Z
Redo	Ctrl+Y	Command+Shift+Z
Image size	Ctrl+Alt+I	Command+Option+I
Canvas size	Ctrl+Alt+C	Command+Option+C
Auto crop	Ctrl+Alt+Shift+H	Command+Option+Shift+H
Reveal all	Ctrl+Shift+R	Command+Shift+R
Image Adjustments		
Last Adjustment	Ctrl+Shift+F	Command+Shift+F
Brightness and Contrast	Ctrl+Alt+ -	Command+Alt+ -
Color balance	Ctrl+B	Command+B
Curves	Ctrl+M	Command +M
Black & White	Ctrl+Alt+Shift+B	Command+Option+Shift+B

Function	MS Windows	MacOS
Desaturate	Ctrl+Shift+U	Command+Shift+U
Hue and saturation	Ctrl+U	Command+U
Invert	Ctrl+ I	Command+ I
Levels	Ctrl+L	Command+L
Image Filters		
Last Filter	Ctrl+F	Command+F
Gaussian Blur	Ctrl+Alt+Shift+G	Command+Option+Shift+G
Add Noise	Ctrl+Alt+Shift+Z	Command+Option+Shift+Z
Layers operations		
Layer submenu	Alt+L	
All layers	Ctrl+Alt+A	Command+Option+A
Mixing options	Ctrl+Alt+ /	Command+Option+ /
Remove layers	Delete	Delete
Duplicate layers (dialog)	Ctrl+Shift+ /	
Duplicate layers (no dialog)	Ctrl+Alt+Shift+ /	Command+Option+Shift+ /
Flatten image	Ctrl+Alt+Shift+F	Command+Option+Shift+F
Merge layers	Ctrl+E	Command+E
Merge visible layers	Ctrl+Shift+E	Command+Shift+E
New layer	Ctrl+Shift+N	Command+Shift+N
New layer (no dialog)	Ctrl+Alt+Shift+N	Command+Option+Shift+N
Select the bottom layer	Alt+ ,	Option+,
Select the next layer	Alt+]	Option+]
Select the previous layer	Alt+ [	Option+[
Select the top layer	Alt+ .	Option+.
Move one layer front	Ctrl+]	Command+]
Move one layer back	Ctrl+ [	Command+[
Make layer last	Ctrl+Shift+ [	Command+Shift+ [
Make layer first	Ctrl+Shift+]	Command+Shift+]
Select operations		
Select all	Ctrl+A	Command+A
Deselect	Ctrl+D	Command+D
Inverse selection	Ctrl+Shift+ I	Command+Shift+ I
Move copy of selection by 1 pixel	Ctrl+Alt+ ← ↑ → ↓	Command+Option+ ← ↑ → ↓
Move copy of selection by 10 pixels	Ctrl+Alt+Shift+ ← ↑ → ↓	Command+Option+Shift+←↑→↓
Move selection by 1 pixel	Ctrl+ ← ↑ → ↓	Command+ ← ↑ → ↓
Move selection by 10 pixels	Ctrl+Shift+ ← ↑ → ↓	Command+Shift+ ← ↑ → ↓

Function	MS Windows	MacOS
View operations		
Zoom In	Ctrl+ +	Command+ +
Zoom Out	Ctrl+ -	Command+ -
100%	Ctrl+1 / Ctrl+Alt+0	Command+1
Fit on screen	Ctrl+0	Command+0
Panels / windows operations		
All panels (show \ hide)	Tab	Tab
All panels except tool box (show \ hide)	Shift+Tab	Shift+Tab
Layers panel (show \ hide)	F7	F7
Styles panel (show \ hide)	Shift+F9	Shift+F9
Navigator (show \ hide)	Shift+F2	Shift+F2
Tools operations		
Confirm action	Enter	Enter
Cancel action	Esc	Esc
Cyclically switch mixing mode forward	Shift+ +	Shift+ +
Cyclically switch mixing mode backward	Shift+ -	Shift+ -
Color burn mode	Alt+Shift+B	Option+Shift+B
Color Dodge mode	Alt+Shift+D	Option+Shift+D
Darken mode	Alt+Shift+K	Option+Shift+K
Difference mode	Alt+Shift+E	Option+Shift+E
Exclusion mode	Alt+Shift+X	Option+Shift+X
Lighten mode	Alt+Shift+G	Option+Shift+G
Multiply mode	Alt+Shift+M	Option+Shift+M
Normal mode	Alt+Shift+N	Option+Shift+N
Overlay mode	Alt+Shift+O	Option+Shift+O
Screen mode	Alt+Shift+S	Option+Shift+S
Soft light mode	Alt+Shift+F	Option+Shift+F
Hard light mode	Alt+Shift+H	Option+Shift+H
Select color channel	Ctrl+2-5	Command+2-5
Add mode (blurring tools)	Key "+"	Key "+"
Switch color off mode (blurring tools)	Key "-"	Key "-"
Block transparent dots (on \ off)	/	/
Reduce brush size	[	[

Function	MS Windows	MacOS
Increase brush size	]	]
Reduce brush size by 25%	Shift+ [	Shift+ [
Increase brush size by 25%	Shift+]	Shift+]
Previous brush	,	,
Next brush	.	.
First brush	Shift+ ,	Shift+ ,
Last brush	Shift+ .	Shift+ .
The opacity of tool 10% ® 100%	1 → 0	1 → 0
Brush tool	B	B
Crop tool	C	C
Set background and foreground color by default	D	D
Eraser tool	E	E
Gradient tool	G	G
Fill can	F	F
Color picker tool	I	I
Healing	J	J
Cyclic switching of healing types (Spot / Red eye / ...)	Shift+J	Shift+J
Selection tools	L	L
Cyclic switching of selection types (Rectangles / Ellipse / Lasso / ...)	Shift+L / Shift+M	Shift+L / Shift+M
Rectangular selection	M	M
Dodge/burn cyclic switch	Shift+O	Shift+O
Dodge / Burn	O	O
Pen / Edit path	P	P
Cyclic switching of edit path types (Pen / Edit path, ...)	Shift+P	Shift+P
Ruler tool	R	R
Stamp tool	S	S
Text tool	T	T
Shapes (Rectangle/ Rounded rectangle / Ellipse / etc.)	U	U
Cyclic switching of shape types (Rectangle / Rounded rectangle / ...)	Shift + U	Shift + U
Move tool	V	V
Magic wand tool	W	W

Function	MS Windows	MacOS
Switching: background color to foreground color	X	X
Panning	Space	Space
Zoom tool	Z	Z
Documents operations		
Next document	Ctrl+Tab	Command+Shift+`
Previous document	Ctrl+Shift+Tab	Command+`