

UP AND RUNNING WITH PHOTOGRAPHICS 1.0



ORIGINAL PHOTOSHOP IMAGE

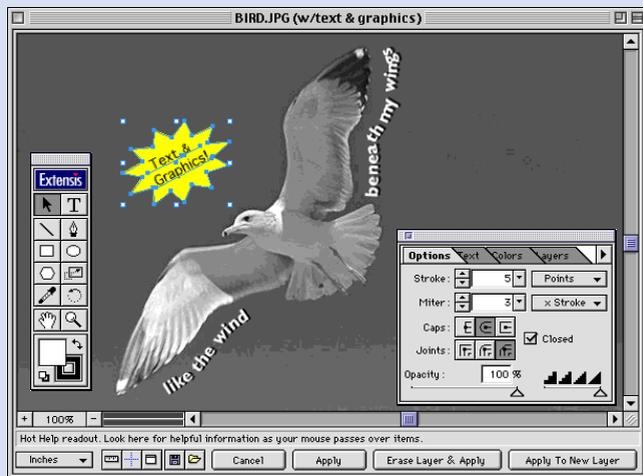


IMAGE IN THE PHOTOGRAPHICS WORKSPACE, WITH ADDED
TEXT, TEXT ON A PATH, AND VECTOR GRAPHICS

WELCOME TO PHOTOGRAPHICS!

WHAT IS EXTENSIS PHOTOGRAPHICS™?

PhotoGraphics 1.0 provides you with drawing tools and unparalleled text editing functionality for creating re-editable basic vector shapes and text on a path directly within Adobe® Photoshop®. It's like having a mini-illustration program running right inside Photoshop!

HOW CAN PHOTOGRAPHICS HELP ME?

Using the special tools and options in PhotoGraphics you can:

- Create a full range of editable vector shapes—complete with fill and stroke—using common vector drawing tools including line, pen, rectangle, ellipse, polygon and starburst.
- Create multiple text blocks on any path, with complete independent control of placement and formatting of each block on the path using advanced text formatting options not available in Photoshop. Features include multiple independent text blocks, character style sheets, individual character color, superscript and subscript, all caps, small caps, full justification, horizontal scaling, and vertical scaling. All formatting options—including baseline shift, kerning, tracking and leading—can be set using standard keyboard shortcuts.
- Set the opacity of each object independently using object level opacity controls on the Options palette.
- Set the level of anti-aliasing for each object from a sliding quality scale that offers more text and edge smoothing than Photoshop can offer. Anti-aliasing is set from the Options palette.
- Save multiple illustrations right inside the Photoshop document and/or as separate drawing files, allowing them to be exchanged among users, reopened and re-edited at any time, even after they have been rasterized!
- Create text and graphic layers right inside the PhotoGraphics plug-in, for even greater flexibility.

HOW CAN THIS QUICK START GUIDE HELP ME?

Use this guide as a quick way to get up and running, and to become familiar with the basic operations and features of PhotoGraphics. To learn more about PhotoGraphics, and for specific instructions in using the text and drawing tools, refer to your Extensis *PhotoGraphics User Guide* and to the Read Me files in your PhotoGraphics application folder. A comprehensive listing of the many PhotoGraphics keyboard shortcuts can be found on the printed *PhotoGraphics Quick Reference Card* included in the product box, and in Adobe Acrobat™ PDF format on the Extensis CD. For additional product information we invite you to visit the Extensis web site at: <http://www.extensis.com>.

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USING PHOTOGRAPHICS

Text and vector graphics created in PhotoGraphics are collectively referred to as a “drawing.” After you create the drawing in PhotoGraphics you can apply it directly to your Photoshop image, and/or save your drawing and continue working on it at a later time.



STEP 1: OPEN THE PHOTOGRAPHICS WORKSPACE

Open the image in Photoshop that you want to add a drawing to, then open the PhotoGraphics workspace by choosing PhotoGraphics from the Extensis menu in the menubar (Extensis > PhotoGraphics) or from the Extensis menu in the Filter menu (Filter > Extensis > PhotoGraphics).

The PhotoGraphics workspace will open with the image in the Preview window.

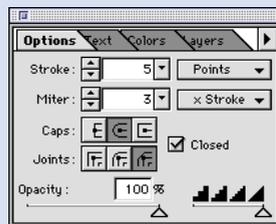
When you re-open an image in PhotoGraphics, the last applied drawing is displayed, ready for re-editing.

STEP 2: CREATE AND MODIFY TEXT AND GRAPHICS

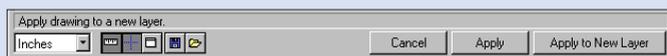
PhotoGraphics Toolbox



Dockable Palettes



Control Bar



Toolbox: Use the tools available in the PhotoGraphics Toolbox to create text and draw elements like lines, rectangles, ellipses, polygons, stars, and Bézier paths.

To create an object: Select the appropriate tool (Line, Rectangle, Ellipse, Polygon/Star), then drag to create the object. Press and hold the Shift key while dragging to constrain the object to equal sides. When the object has been created, drag the wireframe handles to resize and reshape the object.

To create text and text on a path: Select the Text tool, then click and begin typing. Or draw the desired line, object, or path, then click anywhere on the path with the Text tool and begin typing. You can move the text along the path by dragging the text positioning arrow (↔) with the Text tool.

To create Bézier paths and objects: Select the Pen tool, then click to create Straight points, or click and drag to create Smooth points. Unlink the handles on a Smooth point to create Curved Corner points and Combination Corner points. *See page 5.*

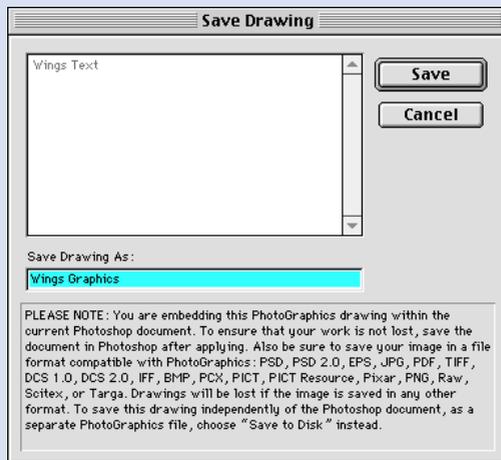
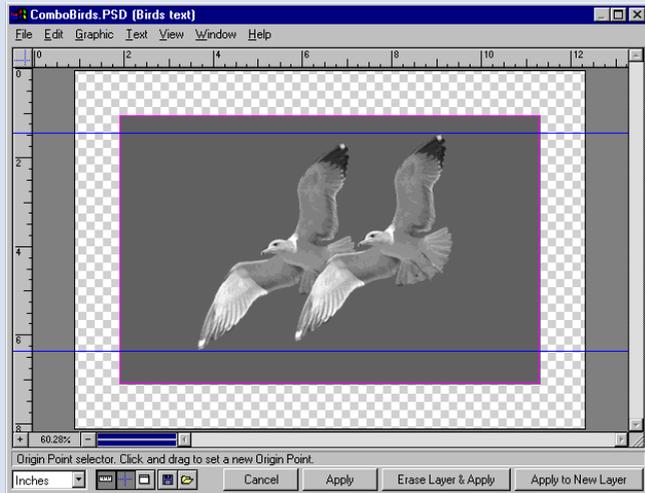
Palettes: Use the options available on the Options, Text, and Colors palettes to change the attributes of text and objects. Create layers for objects from the Layers palette.

Control Bar: Activate Rulers (📏) and Guides (📏), Show/Hide Palettes (📏), or Save (💾) and Open (📁) PhotoGraphics drawings to/from disk by clicking the appropriate button on the Control Bar.

You can Undo (**Command-Z [Ctrl+Z]**) and Redo (**Command-Y [Ctrl+Y]**) actions multiple times until you achieve just the right effect. To resize or remove the extra workspace area, choose Edit > Preferences.

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USING PHOTOGRAPHICS



STEP 3: APPLY THE DRAWING TO THE IMAGE

Click any of the “Apply” buttons (Apply, Erase Layer & Apply, or Apply to New Layer) to add the drawing to your image. One or more progress bars will be displayed as the drawing is rendered and applied.

Apply: Applies the drawing to the target layer.

Erase Layer & Apply: Erases the target layer and applies the drawing to the empty layer.

Apply to New Layer: Applies the drawing to a new layer.

When you apply the image, you can elect to save or not save your work in progress (see following). If you elect to save your work, you will also need to save the image in Photoshop.

When you re-open the image in PhotoGraphics, the last applied drawing is displayed, ready for re-editing.

OPTIONAL: SAVING WORK IN PROGRESS

You can save your work in PhotoGraphics using the “Save with Image” command (File > Save with Image). This allows you to continue working with the drawing at a later time—as if the PhotoGraphics tools are an integral part of Photoshop! The drawing (with all layers and attributes in place) is added to the Photoshop document, and kept hidden there until opened again with PhotoGraphics. Since data is added to the image file, you will need to save the file in Photoshop as well. If you have saved your PhotoGraphics work with the image, when you reopen the image in PhotoGraphics all of your work will be there, just as you left it. This means that you will be able to edit it whether or not it has been applied to the image (rasterized) or the layers flattened. The image file formats that accept drawings saved with the image is shown in the following table.

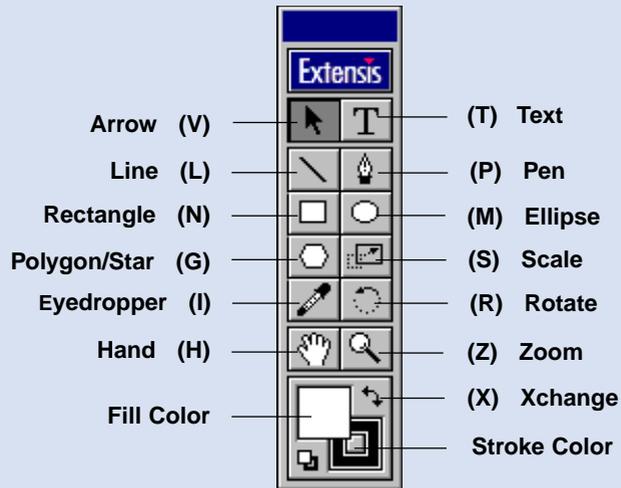
Capability	Macintosh file formats	Windows file formats
Can save PhotoGraphics drawings	bmp, dcs 1.0, dcs 2.0, eps, iff, jpeg, pcx, pdf, pict, pict resource, pixar, png, ps, ps 2.0, raw, scitex, targa, tiff	dcs 1.0, dcs 2.0, eps, jpg, pdf, psd, tiff
Cannot save PhotoGraphics drawings	Export as Gif89	bmp, Export as Gif89, fpx, gif, iff, pct, pcx, png, pxr, raw, scitex, targa

Alternately, you can save your PhotoGraphics drawings to disk as external files using the “Save to Disk” command. This makes it possible to exchange drawings with other PhotoGraphics users—even cross platform. This command is available from the File menu or by clicking the Save to Disk button () on the Control Bar.

THE TOOLBOX

PhotoGraphics tools can be activated by clicking the appropriate icon on the Toolbox, or by pressing the indicated letter key.

Note: You cannot activate a tool using its letter key when the Text tool is active.



LINE, RECTANGLE, ELLIPSE, AND POLYGON/STAR

You can create basic vector objects using the Line, Rectangle, Ellipse, and Polygon/Star tools by selecting the desired tool and dragging to create the object. Use the object's wireframe handles to resize and reshape the object. Press and hold the Shift key while dragging to constrain an object to equal sides.

Double-click the Polygon tool to open a dialog allowing you to create starbursts.

SCALE AND ROTATE

Using the Scale and Rotate tools you can resize and reshape objects by dragging or by specifying absolute values. **To access the dialogs for entering absolute values:** Select an object, then either double-click the Scale or Rotate icon on the Toolbox, or select the desired command from the Graphic menu.

Objects can be scaled using whatever tool is currently selected when a wireframe is visible around the object. To scale, drag any wireframe handle.

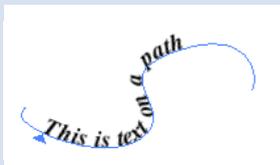
TEXT AND TEXT ON A PATH

The Text tool is used to create and edit text, and to relocate text along a path. You can change text attributes such as Font, Style, Leading, Baseline Shift, etc. of selected text from the Text palette, and change text color and the Fill and Stroke of the text box or path from the Toolbox or from the Colors palette.

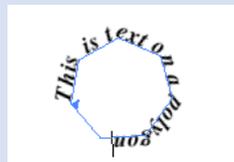
To create regular text: Select the Text tool, then click and begin typing.

To create text on a path: Draw the desired object or path, then click anywhere on the path with the Text tool and begin typing. You can move the text along the path by dragging the text positioning arrow (↔) with the Text tool.

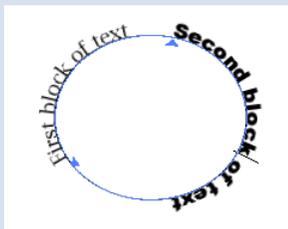
To create another text block on the same path: Press Command [Ctrl] while dragging the text positioning arrow (↔) to another location on the path. After typing text in the first block, press Return [Enter] to move the cursor to the next block on the same path.



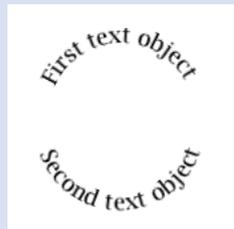
Use the Pen tool to create a path for text



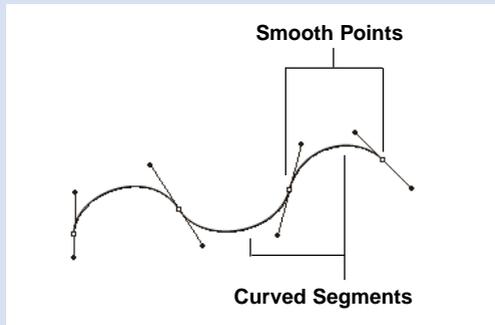
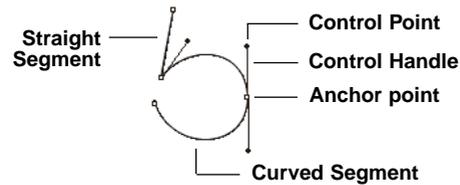
Or use the Line, Rectangle, Ellipse or Polygon/Star tool to create a path for text



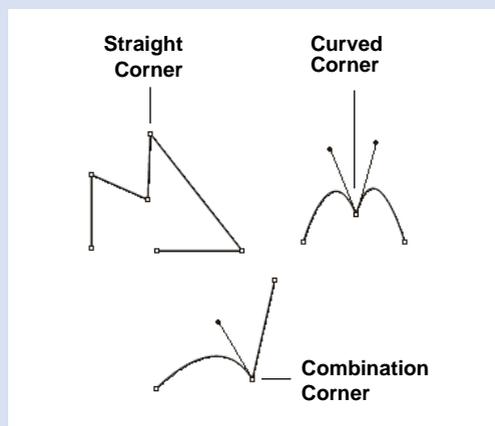
Change type characteristics using multiple text blocks on a single path



Create interesting effects with flipped and rotated text



Smooth Points - linked handles



Corner Points - unlinked, one, or no handles

CREATING BÉZIER PATHS

The Pen tool is used to create and edit Bézier paths, and to convert regular objects to Bézier objects.

While you are working on a path, clicking or clicking and dragging with the Pen tool will append a point or anchor point to the end point of the current path. When the path is either closed or deselected, clicking or clicking and dragging with the Pen tool will create the start point of a new path.

To close a path: With the Pen tool, click (⌘) over the start point. Or, on the Options palette, click the “Closed” box.

In PhotoGraphics you create either Straight Corner points (by clicking) or Smooth points (by clicking and dragging). Curved Corner points and Combination Corner points are created from Smooth points by unlinking the control handles (see below).

Smooth Points: Smooth points have linked control handles. These control the curves on both sides of the anchor point.

To create a Smooth point: With the Pen tool, click and drag to create the start point. Move to another location, then click and drag again. A curve will be drawn relative to the length and angle of the control handle as you drag it.

Corner Points: Corner points have either unlinked control handles or no control handles. Straight corner points cause straight line segments to be drawn between them; there are no control handles on a Straight Corner point. Curved Corner Points consist of two curves that change direction abruptly; curved corner points have unlinked control handles. Combination Corner points consist of a straight line segment and a curved segment; combination corner points will have one unlinked control handle controlling the curved segment, and no control handle for the straight line segment.

To create a Straight Corner: With the Pen tool, click and release to create a start point. Move to another location with the Pen tool, then click and release again. A straight segment will be drawn between the two points.

To create a Curved Corner: Create a Smooth point (see above). Unlink the Smooth point control handles by pressing Command [Ctrl] while clicking (⌘) either handle. Drag (⌘) either of the unlinked handles to change the direction of the curve.

To create a Combination Corner: Create a Smooth point, then unlink the Smooth point control handles by pressing Command [Ctrl] while clicking (⌘) either control point. Delete one of the control handles by pressing Option [Alt] while clicking (⌘) the control point. One of the curved segments will be redrawn as a straight segment.

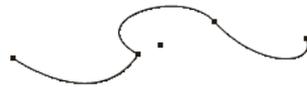
EDITING PATHS

Path not selected



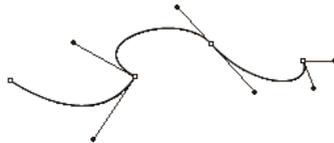
Anchor Points
not displayed

Path selected



Anchor Points Solid

Path selected for editing



Anchor Points Hollow,
Control Handles and
Control Points displayed

You can edit Bézier curves using either the Pen tool or the Arrow tool. Since you cannot create paths with the Arrow tool, using this tool to edit paths can eliminate accidentally creating unwanted paths.

For a complete listing of the commands for creating and editing paths, see your PhotoGraphics User Guide and PhotoGraphics Quick Reference Card.

Before you can edit a path, it must be selected for editing.

To select a path for editing: With the Pen tool, select the path by pressing Command [Ctrl] and clicking (⏏) the path. The anchor points will be displayed as solid dots. Enable the path for editing by pressing Option [Alt] and clicking (⏏) the path again. The anchor points will be displayed as hollow dots, and all control handles and control points will be visible. Or with the Arrow tool, press Command [Ctrl] while clicking on the path.

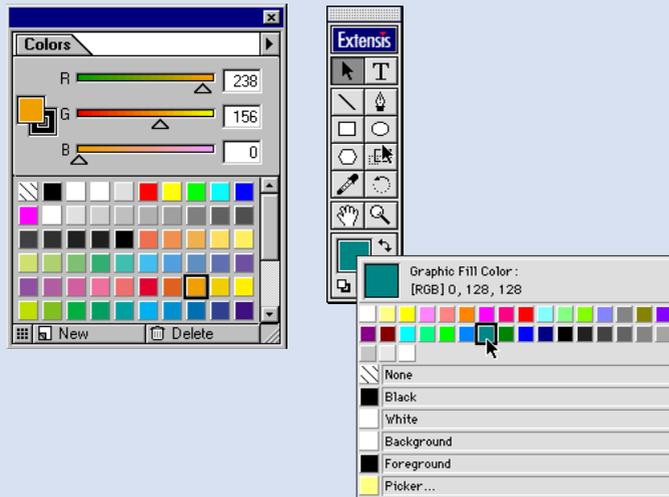
To move a point: Enable the path for editing. With the Pen tool, press Command-Option [Ctrl+Alt] and drag (⏏) the point to the desired location. Or, with the Arrow tool, drag the point (⏏) to the desired location. To move a segment, move both anchor points individually until the segment is where you want it.

To delete a point: Enable the path for editing. With either the Pen tool or the Arrow tool, press Option [Alt] while clicking (⏏) over the desired point.

To add a point: Enable the path for editing. With either the Pen tool or the Arrow tool, press Option [Alt] while clicking (⏏) over the location on the path where you want to add the point.

To convert (or revert) a point: You can convert a Smooth point to a Straight Corner and vice versa, and then revert, or change it back again as often as necessary to achieve the results you want. To do so, first enable the path for editing. Then press Command [Ctrl] while clicking (⏏) the desired anchor point with either the Pen tool or the Arrow tool. If the point is a Smooth point, it will be converted to a Straight Corner point. If the point is a Straight Corner point, it will be converted to a Smooth point.

UP AND RUNNING WITH PHOTOGRAPHICS 1.0



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COLORS AND MORE

FILL AND STROKE COLORS

You can use the color boxes on the Toolbox or on the Color palette to change the Fill and Stroke of selected objects and paths.

LEARN MORE ABOUT PHOTOGRAPHICS

We've given you an overview of the process of creating text and graphics using PhotoGraphics, but the information presented was necessarily limited. The following will give you more information about the many features and options available, as well as information on getting the most from your product:

- Extensis PhotoGraphics 1.0 User Guide
- Extensis PhotoGraphics 1.0 Quick Reference Card—provides a full listing of commands for creating and editing Bézier paths, and other PhotoGraphics keyboard shortcuts
- Read Me—located in your PhotoGraphics application folder, this text file gives you late-breaking information.

VISIT OUR WEB SITE

For Frequently Asked Questions (FAQs), troubleshooting information, and other up-to-date information about PhotoGraphics or other Extensis products, visit our web site at: <http://www.extensis.com>.

In addition to PhotoGraphics, Extensis offers an array of products that extend the capabilities of Photoshop and other popular graphics and layout applications such as QuarkXPress®, Adobe Illustrator®, Adobe PageMaker®, and Macromedia FreeHand™. Other Extensis product information is available from our web site and on the Extensis CD in Adobe Acrobat PDF format.