

# Your First Steps Using

# ECLIPSE

IMAGING SOFTWARE

V 3.1.4 for Windows NT®/98

## Quick Start Introduction

Have you ever wanted to twist the skyline of Frankfurt? Well, it's a lot easier than you think! Let's see how you can create this image in only a few steps.



### Start Eclipse and Open File

Start Eclipse and open the image file of the Messeturm tower using the File menu:  
**File** → **Open** → **Image:** *Quick\_Start\Images\Messeturm.tile*

### Zoom In / Zoom Out



Using the Zoom menu at the bottom edge, you can magnify image view to 1:1 scale. You can also magnify or reduce image view with the keyboard shortcut **Ctrl +** or **Ctrl -**. Clicking on the right mouse button and dragging the image in the desired direction enables you to navigate around the image.

### Create a ShapeLayer

**ShapeLayers** are resolution-independent vector objects that have many uses, for example to mask an object.

Use the **Bezier Tool** to mask the trade-show tower. Click the Bezier Tool in the ShapeLayer Toolbox.



Click on the top of the tower to define a starting point. Click a second time to define a second point. You have just created a line segment. To obtain a straight segment, click the left mouse button. When you leftclick and drag before letting go of the mouse button, you obtain a curve segment. Curve points have two handles. You create a corner point by holding down the Shift key and pushing the desired handle to the point.

You can insert additional points at any time by clicking a segment. Middleclick the mouse to delete a point. To change a curved segment to a straight segment or vice versa, hold down the shift key and click a segment.

Now you can continue tracing the outline of the tower. The last point should be placed close to the starting point. To close the curve, select Close from the Toolbox.



Now click **Cutout** in the Toolbox.

## Save ShapeLayer and Close File

Save the ShapeLayer as *Messeturm.shp* in the *Quick\_Start* folder:

**File** → **Save As** → **ShapeLayer**. Close the image: **File** → **Close**.

## Open New File

**File** → **Open** → **Image**: *Quick\_Start\Images\Skyline\_1.tile*

## Open a Saved ShapeLayer

**File** → **Open** → **ShapeLayer** to open the previously saved ShapeLayer *Messeturm.shp*. Eclipse will insert this ShapeLayer at the bottom left edge of the image.

## Activate, Shrink and Rotate a ShapeLayer

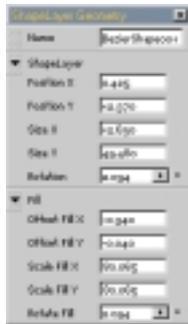


You can activate the ShapeLayer by clicking with the **Pointer** on its outline.

The ShapeLayer is now active and is surrounded by a bounding box. Doubleclicking the Pointer within the ShapeLayer will bring up the ShapeLayer Geometry shelf. Click on the two arrows to roll out sections of the shelf. Hold down the shift key, click a corner point of the bounding box, and drag it to reduce the ShapeLayer proportionally in size. Continue until the value next to Scale Fill X approaches about '80'.



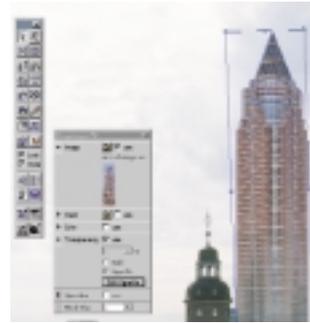
Select the **Rotate Tool** from the Toolbox. A small triangle in the center of the ShapeLayer represents the center of rotation. Click beside the ShapeLayer and rotate it counter-clockwise until the value of the **Rotation** text box in the ShapeLayer Geometry shelf approaches 2 degrees. Alternatively you can enter the value here directly. Click the Rotate Tool in the toolbox to deselect it.



## Position the ShapeLayer

Move the ShapeLayer to the right of the steeple so that the skyscraper behind it is no longer visible.

Select the **Hand Tool** and doubleclick within the ShapeLayer to bring up the **ShapeLayer Fill** shelf.



## Create Blend

By applying a vertical transparency blend, you can now merge the trade-show tower at the top into the skyscraper below.

Click on the arrow to roll out the **Transparency** section of the shelf. Activate 'Use' and select 'Vignette'. Click on 'Edit Vignette' to open the **Transparency Vignette** dialog. Next, select 'Vertical' from the **Type** menu.

The transparency blend is shown as a gray-scale ramp. Darker gray tones mean less transparency, and white means full transparency.



Click on the white area to the left of the ramp. Using the 'value' slider, choose '100' as the setting. Now click on the area to the right of the ramp, and set a value of '0'. When you click the right end of the ramp, a red marker

appears; pull this into the left one-third of the ramp. Notice how the trade-show tower

merges into the skyscraper. You can start fresh by deleting the marker using the middle mouse button.

In the bottom section of the ShapeLayer Fill shelf, enter a value of '3' for **Blend Edge** in order to smooth the outer edge of the trade-show tower. When you are happy with the result, save your ShapeLayer as *Messeturm\_Ende.shp* using the **Save As** command from the **File** menu.

## Copy and Reinsert the ShapeLayer

Activate the ShapeLayer using the Pointer. From the **ShapeLayer** menu, select the **Copy** command and then **Paste**. To insert the ShapeLayer from the clipboard, click anywhere in the image. Move the ShapeLayer to the far right side of the image, next to the other skyscrapers. In the ShapeLayer Fill shelf, deactivate Transparency by removing the checkmark from "use" and rolling up Transparency.

Reduce the ShapeLayer together with its content proportionally to about 60%.

## Distortion (Warping)



You will now distort the trade-show tower by using the **Warp Tool** from the Toolbox. A Warp control point now appears at every corner of the ShapeLayer.

Approximately one-third of the way up the tower, doubleclick directly outside the outline of the ShapeLayer. Repeat this about two thirds of the way up. You have now created two horizontal grid lines with warp control points at each end. Select the lower of the two lines by holding down the shift key and clicking the line. Drag one of the Warp control points to the right. Now deselect this line by middleclicking outside the ShapeLayer. Select the upper line and drag it to the left, as shown in the figure. Then drag the top horizontal line to the left also. Now move one of the two handles to give the top of the tower a nice twist. If necessary, place another horizontal line below and drag it to the right in order to reinforce the upper curve.



## Distort Background Image



Select the **Rectangle Tool** in the Toolbox and drag a rectangular ShapeLayer over the skyscraper in the center of the image. Click on Cutout. Select the Warp Tool again. Place a line in the upper half of the skyscraper. Now click to select the right Warp control point of this line and drag it to the right.



Before



After

Return to the Rectangle Tool. Having created a ShapeLayer around the smaller skyscraper between the two already distorted skyscrapers, you are now ready to distort this building also. To do so, move the handles of the four Warp control points at the corners.



Upon completion of this exercise, save your newly created ShapeLayers as *Warp\_Gebaude.shp*.

## Merge ShapeLayers with Background

By now the skyline looks much different from its original appearance. Now is the time to do the rendering. This merges the ShapeLayers with the background image. Select all ShapeLayers via the menu: **ShapeLayer** → **Select All**.

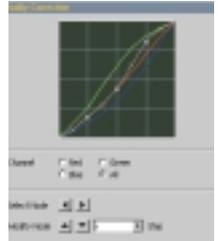


In **ShapeLayer** → **Anti-alias**, choose 3 as a value. Next click on **Render** in the Toolbox.

Delete all ShapeLayer via **ShapeLayers** → **Delete**. Save the image as *Skyline\_2.tile* in the folder *Quick\_Start*. Close the current file and open *Skyline\_2.tile*.

## Apply Color Corrections with the Brush

From the **Correct** Menu, select the **Modify** correction to bring up the Modify Correction dialog. In the Settings section, click on 'Load'. Now load the prepared file *Korrektur\_Baum.corr* from the *Korrekturen* folder. If you were to click 'Correct' now, this correction would be applied to the entire image. However, since you are correcting only the color of the tree, click on 'Memorize' to close this dialog.



Next you activate the **Brush Tool** in the Toolbox. In the Brush shelf, select the Correct brush from the **Brush Type** menu. Choose '20' as values for both **Size** and **Density**.

The Brush is now "loaded" with the correction, and you can paint the correction on the treetop. To undo a brushstroke, press the middle mouse button. Save the image: **File** → **Save**.

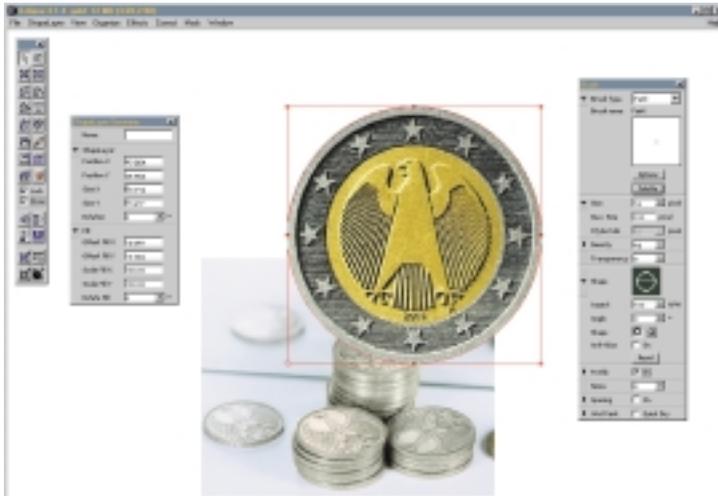


## Mask and Copy Image

Open the image *Euro.tile*. You will be asked whether you want to close the image, which is still open. Click on '**No**' because you will open the image in a second program window.



Select the **Ellipse Tool** from the Toolbox. Holding down the shift key, draw a circle around the coin. Position the circle exactly over the coin. If necessary you can adjust the circle size using side or corner handles. Click on Cutout in the Toolbox. Copy the ShapeLayer with **ShapeLayer** → **Copy** to the clipboard. Close the current image and open the file *Geld.tile*. Using **ShapeLayer** → **Paste**, insert the ShapeLayer from the clipboard by clicking in the center of the image.



To gain a better overview, zoom back a bit from the image. Reduce the Euro in size so that its size is approximately the size of the topmost coin of the front left pile of coins. Then rotate the Euro clockwise to about a minus 90-degree position.



Select the **Skew Tool** from the Toolbox. Use the Skew Tool to distort and scale the coin via the side handles so that it fits on top of the coin pile. You can also move the coin using the Skew Tool by clicking in the ShapeLayer and dragging.



As soon as the coin is adjusted, copy it: **ShapeLayer** → **Copy**. Then use **ShapeLayer** → **Paste** and click on the coin pile next to it to insert the copy. Rotate and scale the coin until it fits on top of this pile.

Deselect the Skew Tool by clicking a second time. Doubleclick the hand in the ShapeLayer and enter a value of 20 for the **Blend Edge** in the ShapeLayer Fill shelf. Repeat these actions for the left ShapeLayer.



Choose **Select All** from the **ShapeLayer** menu and click **Render** in the Toolbox.

Save the ShapeLayers as *Geld\_Euro.shp*. Then save the image (**File** → **Save As**) as *Geld\_Euro.tile*. Exit the program (**File** → **Quit**).

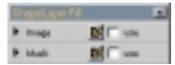
## Load and Adapt Image as ShapeLayer Fill

Still open is the image *Skyline\_2.tile*. Using the Rectangle Tool, create any rectangular ShapeLayer. Switch to the Hand Tool and doubleclick into the ShapeLayer. In the **Image** section of the ShapeLayer Fill shelf, click on the 'OpenFile' button.

In the dialog that appears, select the previously saved image *Geld\_Euro.tile* from the *Quick\_Start* folder. To see a preview, rollout the Image section of the shelf.

Select 'Use' to load the image into the ShapeLayer. Now select the Pointer. To adapt the ShapeLayer to the size of the image, click the bottom left corner handle of the ShapeLayer, also called the **Magic Handle**.

Select **ShapeLayer** → **Scale from Center**. In the dialog, activate **Lock X/Y**, enter a value of 2 for **Scale X** and confirm this by clicking on 'Scale'. Roll out the Transparency section from the ShapeLayer Fill shelf and activate 'use' and 'solid'. Set Transparency to 50%. Now place the ShapeLayer in a position corresponding to the image. Deactivate Transparency once you are satisfied with the position.



## Apply ShapeLayer Fill using the Render Brush

Select the **Brush Tool** from the Toolbox. The ShapeLayer Fill now disappears from view. From the **Brush Type** menu in the Brush Shelf, select **Render Brush**. For Size, choose a Brush Size of about 60. Switch **Profile** to on and **Density** to 100%. Starting in the bottom right corner of the image, paint the coins onto the background. Middleclick to undo a brushstroke. Be sure to vary the brush size from time to time! You may want refer to our example for guidance.

As soon as you have finished with this step, switch to the Pointer and save your ShapeLayer as *Geld\_Ende.shp*. Delete the ShapeLayer and save your final version of the image under a name of your own choosing. For comparison, check out the final version produced by Eclipse: it is in the *Images* folder under the name *Skyline\_3.tile*.



## Congratulations!

### Your team from Form & Vision

P.S.: You will find more comprehensive information on Eclipse in our manual and in the tutorials.