100064_TMSDrawBasics.tiff ¬   **Retouching**

The *Retouching* panel is an extension of the Bitmap Controller
(;../TMSImg/Controller.rtfd;;¬), offering options and commands for
retouching images.

The different retouching tools can be applied the complete image or
to parts of it by means of the <Dynamic Brush>
(;../TMSImg/TMSDynPinsel.rtfd;;¬) or the <Brush Toolbox>
(;../TMSImg/TMSPinsel.rtfd;;¬), depending on the *<Impact Area>*
you've selected in the Bitmap Controller.

925547_paste.tiff ¬
Figure: Panel containing the retouching tools

Retouching Tools
The pop-up list at the top of the panel offers several tools for
processing images:

Lighten

This tool is used for lightening an image, increasing its brightness. Selecting individual color channels is disabled, but the choice of the color model is very important, with HIS providing the most accurate results. The <*Impact*> control lets you specify how much the image should be lightened.

Darken

This tool is used for darkening an image, decreasing its brightness. Selecting individual color channels is disabled, but the choice of the color model is very important, with HIS providing the most accurate results. The <*Impact*> control lets you specify how much the image should be darkened.

EinfÙrben;¬*Coloring*

The coloring tool, used with an impact of 100%, lets you paint in an image. The more you reduce the <*Impact*>, the more opaque the applied color will be. The color itself can be selected by means of a color well icon (;¬;TMSDrawBasics.rtfd;colorfor;¬).
You can restrict the coloring to particular color channels, so the selection of the color model is very important.

Invert

The selected color channels in the current color model are inverted with this tool. Depending on the impact value, the inversion shows different results. For example,100% turns white to black, 50% changes white to gray.

The choice of color model is very important for this tool, and the results will vary widely according to the model you select. For example, you can restrict the tool to <*I*> in the HIS color model. This allows you to invert the brightness of the image without significantly affecting hue and saturation.

Decrease
The color values of the selected color channels are decreased.

Increase
The color values of the selected color channels are increased.

Water
The <*Water*> tool enables you to create watercolor effects. <*Impact*> determines the amount of water to be used. 100% simulates pure water. Modifying the opacity of the selected color through the color well icon allows you to color the water. The higher you set the impact value, the more the colors of the image will

merge.

Finger
This tool creates a smear or smudge effect in the image. *<Impact>*
determines how hard the finger is pressed onto the surface. The
opacity of the selected color specifies the amount of color on the
finger. The color model and the selected channels also greatly
influence the results.

Impact
With this slider bar you can set the impact of a tool. An impact of
100% when using a painting tool will make the effect fully opaque.
You can also enter a numeric value in the entry field below the
slider.

colorfor;¬Color for:
This color well icon specifies the color for the *<Water>*,
<Coloring>, and *<Finger>* painting tools. This option is disabled for
tools that don't use color.

Channel Selection
These controls allow you to select the color model with which you

want to work (RGB, CMY, HIS) and which channels will be processed when using a tool. The selections you make here are very important. For example, inverting an image in the HIS color model will be very different from inverting it in the CMYK model. Also restricting a tool to individual channels can have great influence on the result.