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0b815f5f84012584067f411b312d37OneVision: Introduction to Working ±
Curve Editor

Curve Editor

956012_paste.tiff ↪ **Curve Editor Icon**

Just as there are color well icons for opening the Color Selection panel (;Colors.rtf;↪), there are ^acurve well icons^o for opening the ^aCurve Editor^o.

You will discover curve well icons in many modules: in the application for blends, in OneVision-Art with its vector functions, in OneVision-Image for image processing, and in the panels controlling color separations. Even the sound link might invoke the curve editor.

Clicking on the border of a curve well icon will open the curve editor panel, changing the border of the icon to white to indicate that it is selected. Clicking on the border will switch its color from white to gray (unselected) or gray to white. When the border is white, all changes to the curve you are editing will be transferred to the curve area of the curve well icon. You can also select the curve well icon by clicking a curve and dragging it into the icon, where it becomes available for use.

Switching the curve well border from gray to white causes the curve

editor to select the current curve in the curve well icon.

The default curve of the editor is a straight line as shown below.

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Figure: The Curve Editor

Curves can be changed by clicking on anchor points, which serve as handles that you can then move around. New anchor points can be added by clicking on the curve. They can be removed by clicking them while holding down the *Ctrl* key.

Koordinatenanzeige; ↵Position Coordinates

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These two fields show the x-y coordinates of the current cursor position, according to the value range of the coordinate system (see <Range> ;TMSCurveWell.rtf;range;↵).

Entering Anchor Points

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In these text fields you can enter the x-y coordinates of anchor points that you want to set. After entering the x and y values, the handle will be set in position and the curve will be adjusted to include this point.

Wertebereich; ↵Construction Lines

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You can use these fields to enter the values of the y positions of two construction (or guide) lines - an upper and a lower one. Values outside of the specified range won't be accepted.

You can change the value range (;TMSCurveWell.rtfdrange;) in the text field on the right, below the abscissa of the coordinate system.

Grid Raster;

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Using the on/off button in this part of the panel, you can activate or deactivate a ^amagnetic^o grid. When the grid is activated, all anchor points you set or move will jump automatically to the nearest intersection point on the grid. The text fields below the button are used to change the horizontal and vertical distances between the grid lines, in accordance with the value range you have specified

range;

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In this field you can specify the value range of the coordinate system. Positive as well as negative numbers are accepted.

Interpolation;

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The commands *<Linear>*, *<Akima>* and *<Spline>* in the pop-up interpolation list determine how the curve between two anchor points is drawn. *<Linear>* creates straight lines from point to point. *<Akima>* and *<Spline>* calculate arcs which smoothly connect all

existing anchor points. You can change the method of interpolation at any time.

File

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The *<File>* pull-down list contains the commands *<Open>* for loading ASCII tables describing curves and *<Save>* for storing curves you have created. These commands work like any other file-handling command.

The file format for curves is row-oriented. Every row contains either a coordinate (x,y) or a keyword (*min,max,range*) followed by a corresponding value. *Range* specifies the range value that is used in the range field. This statement must be the first line of the file.

Commands

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The *<Commands>* bar displays all the commands used for manipulating the curve.

Moving

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These four icons enable you to move the curve to the left or right, up or down. The text field on the right allows you to specify how far one click will move the curve. The number you enter here reflects the current range value. Note that if you move parts of the curve outside of the frame on one side, the curve must be elongated on the other

end. This is done by horizontally extrapolating the curve by inserting an anchor point.

Mirroring

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Clicking one of these three icons causes the curve to be mirrored (flipped) horizontally, vertically, or diagonally.

Grading

719400_paste.tiff ↵ steeper

375308_paste.tiff ↵ flatter

The gradient of a curve can be changed with these commands, making it either steeper or flatter.

Stepping

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Choosing *<Stepping>* changes the curve into a line that looks like a staircase, leading from the lower-left to the upper-right. This command opens a panel where you can enter the number of steps the ^acurve^o should contain. The height and width of one step can be calculated by dividing the range value by the number of steps.

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Figure: The Steps panel

Curve Swatches

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A row of miniaturized curves appears at the bottom of the curve editor panel. These are curve swatches, where you can store edited curves, just as you can store color swatches in the color selection panel. Simply click on the curve in the editor window and drag it over a swatch. The dragged curve will replace the one currently in that slot. You can also drag a curve directly from the original panel and drop it into a swatch (and vice versa).

Next: `;TMSStrokeAttributesWell.rtf`; ↩ Line Style Editor

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