

040b73747265616d747970656481a203840163c48403737373810a0a810b0b815f5f84012584067f411b312d37OneVision-Image: Introduction ± Impact Area ± Brush Toolbox

Brush Toolbox

The tools found in the Brush Toolbox are used as impact areas for image processing functions. This panel is displayed each time the *<Toolbox>* option is selected from the *<Impact Area>* pull-down list in the Bitmap Controller (;Controller.rtf;impactarea;~).

The Brush Toolbox enables you to create, save, load, and modify brushes of different sizes, shapes, and effects.

A brush tool, depending on its shape and function, commonly uses an 8-bit grayscale bitmap to create its effect. You can also select color depths of 1 or 24 bits, but if a brush template is more than 8 bits deep, it will automatically be scaled down to 8 bits (256 levels).

Brush Effects

Spray

This option makes the brush behave like a spray. If it is not selected, the brush works evenly on the image, with its impact area defined in *<Brush Characteristics>*.

408752_paste.tiff ~

You can specify the density of the spray by using the slider or by entering a numeric value.

No Repeated Paint

When this option is activated, the effect of successive passes with the brush are not cumulative. This option only works if you have also checked the *<Deferred Painting>* option.

Deferred Painting

This option increases processing speed. When using it, the parts of an image touched by the brush appear merely tinted until you release the mouse button, when the final effect of your brush work will be displayed.

shape;↵Brush Shape

302183_paste.tiff ↵

The horizontal scroll list in this portion of the panel lists all available brush shapes, which can be selected by clicking on them. The window on the right shows the currently selected brush shape.

The *<File>* pull-down list offers commands for loading, appending, and saving brush shapes.

Load

This command opens a file selection panel. If you select a TIFF file to be loaded, all currently available brush shapes are removed and the contents of the selected file are loaded as brush shapes. When starting OneVision, the brush shapes from the file *.OneVision/Toolforms/default.tiff* are loaded automatically.

Append

This command opens a file selection panel from which you can select a TIFF file whose image is added to the current brush shape list.

Save As

This command saves all brush shapes from the current brush list into a TIFF file that you can name in the opened file selection panel.

Note: Any TIFF image can be loaded, appended and saved as

brush shape.

From Element

This command allows you to convert any element or group to a brush shape. Click *<From Element>*, then select the element that you want to use as a new brush shape. The following panel will appear for defining the size of the brush:

564380_paste.tiff ↗

Figure: The New Brush panel.

Brush Size

The brush size can be set in these entry fields. The default values are calculated to be most effective for the selected image, but you are free to change them.

Brushes can be created from elements of any size. Large and complex brushes yield good results, but they slow down your system. A brush size of 64 by 64 pixels is a good compromise between quality and speed. All brushes supplied with OneVision are this size.

You can delete a particular brush shape by dragging it out of the list and dropping it somewhere on the screen.

Hint: You can create useful brushes by using blends (see *<Blend Editor>* ; ../TMSVerlauf/TMSVerlaufEditor.rtf;;↗) or by transferring brushes from the *Dynamic Brush* tool.

Brush Chains

601525_paste.tiff ↗

This part of the *Brush Toolbox* panel allows you to set up a chain of brushes. When using a brush chain, all the brushes in the list are

used sequentially, allowing you, for example, to simulate hard and soft brush strokes.

Chains can be built by dragging a brush from the brush shape list into the brush chain list. You can remove a brush from the chain by dragging it out of the list and dropping it somewhere on the screen.

The *<File>* pull-down list includes commands for creating, loading, appending, and saving brush chains:

New

This command removes the current brush chain from the chain scroll list, setting up an empty list.

Load

This command removes the current brush chain and opens a file selection panel from which you can select a new TIFF file of brush shapes. When starting OneVision, the brush chains from the folder *.OneVision/Toolchains/* are loaded automatically and listed in the pop-up list on the right.

Append

This appends images from a selected TIFF file to the current chain list.

Save As

This saves the brush chain in the scroll list. It is best to save brush chains in the *.OneVision/Toolchains/* folder. This ensures that they are loaded and listed in the pop-up list each time you load OneVision or OneVision-Image.

874458_paste.tiff ↵

This pop-up list contains all brush chains found in the

.OneVision/Toolchains/ folder. Selecting an entry from this list shows the corresponding chain in the chain list field.

Chain

paste.tiff ↗

After activating this option, the current brush chain will be used.

Using the slider or a numeric value you can determine how fast you want to switch from one shape in the chain to the next. If this option is activated, it takes precedence over the brush selected in the Brush Shape section of the panel (;TMSPinsel.rtf;shape;↗).

Next: ;AreaEffectPicture.rtf;;↗ Image
 ;TMSDynPinsel.rtf;;↗ Dynamic Brush