GizmoAlpha Help Version 2.0.0

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Figure 1: **GizmoAlpha** Version 2.00

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1 What is the use of GizmoAlpha ?

This program is a utility for creating images in .jpg format and images containing their mask in .png format. This utility makes it possible to construct images with a transparent area. Unlike GizmoMask which is for the manufacture of icons is limited to the production of square images, **GizmoAlpha** can generate images with an arbitrary aspect ratio (width / height).

Using images in the formats:

- **bmp, gif, jp2, jpg, pct, png, psd, tif.**

GizmoAlpha generates three images:

- A image with format **.jpg**.

- A mask with format **.jpg**.

- An image with mask in format **.png**.

The size of these images is arbitrary with respect to the original image and aspect ratio can be changed. Moreover, these images can be cropped from the original image.

Compared to version 1.2.1, the program has been completely rewritten and has a completely redesigned interface.

1.1 What is new in version 2.00 ?

- Adding functions to soften/harden the mask.

- Add floodfill.

- Add color substitution.

- Adding the opening of recent files.

- Adding the vignetting.

- Adding the mirror effect.

- Adding the color substitution in the image.

Floodfill You choose a start color and all neabooring colors (in the tolerance interval[**??**]) are becoming transparent or replaced by the substitution color.

Quickhelp By clicking on the button Quickhelp, an animation inform you about each tool function.

2 How to use GizmoAlpha ?

2.1 Preferences choice

When you open **GizmoAlpha** , you discover a window as shown in figure [3]. Note that by using the menu **Help→Preferences** you have access to the Preferences dialog (see vigure [2])where you may choose the language of the interface:

- Automatic: select the language of the system if it's french, english or german.

- English.

- French.

- German.

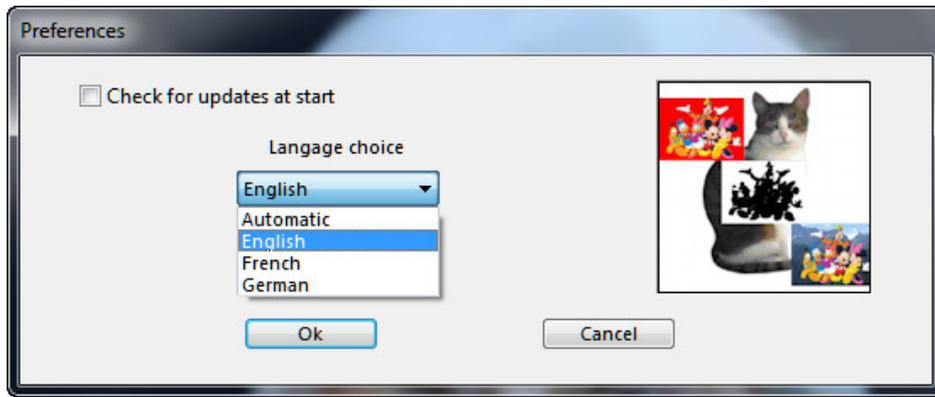The Preferences allows you also to choose the option *check for updates at start.*
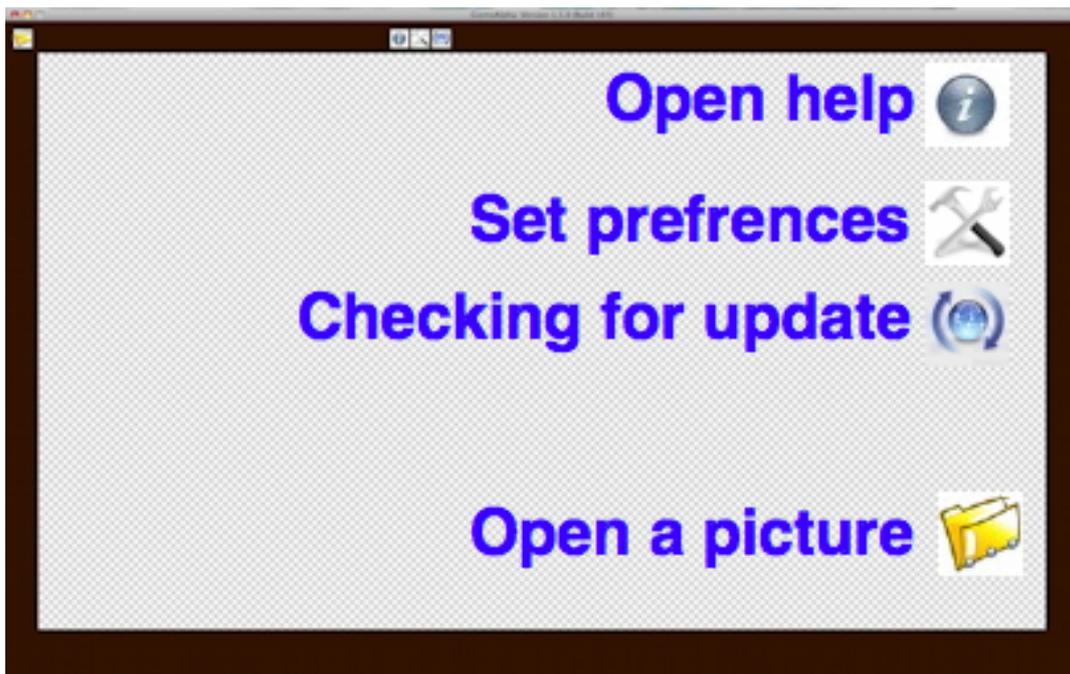
Figure 2: The Preference dialog

Figure 3: The main window at start.

2.2 Opening and cropping of a picture.

The first thing to do is to open a picture clicking on the button Opening a picture file (see figure [3]). The image you loads is not necessarily a square. So you have to crop this image(see figure [4]). To do that, you can drag the corner of the cropping square (see figure [4]) to select the relevant part of the picture. You can also drag the cropping square with the mouse. When the cropping is OK, *click on the **Cropping button**.*

Then you have access to the workspace (see figure [5]) where you have the necessary tools to perform the masking of your picture:

2.3 Tools list.

Creating or modifying the mask or the picture can be done with the the following tools:

- **Button (1)**. Open a picture.

- **Button (2)**. Save your work(see [4].

- **Button (3)**. Color picker. You enable/disable the color picker by clicking on this button. If you move the color picker across the picture, it is accompanied by a circle or a rectangle corresponding

Figure 4: The main window when a picture is loaded. Note at center (in yellow) the actual size of the picture that will fit in a 512x512 pixels square.
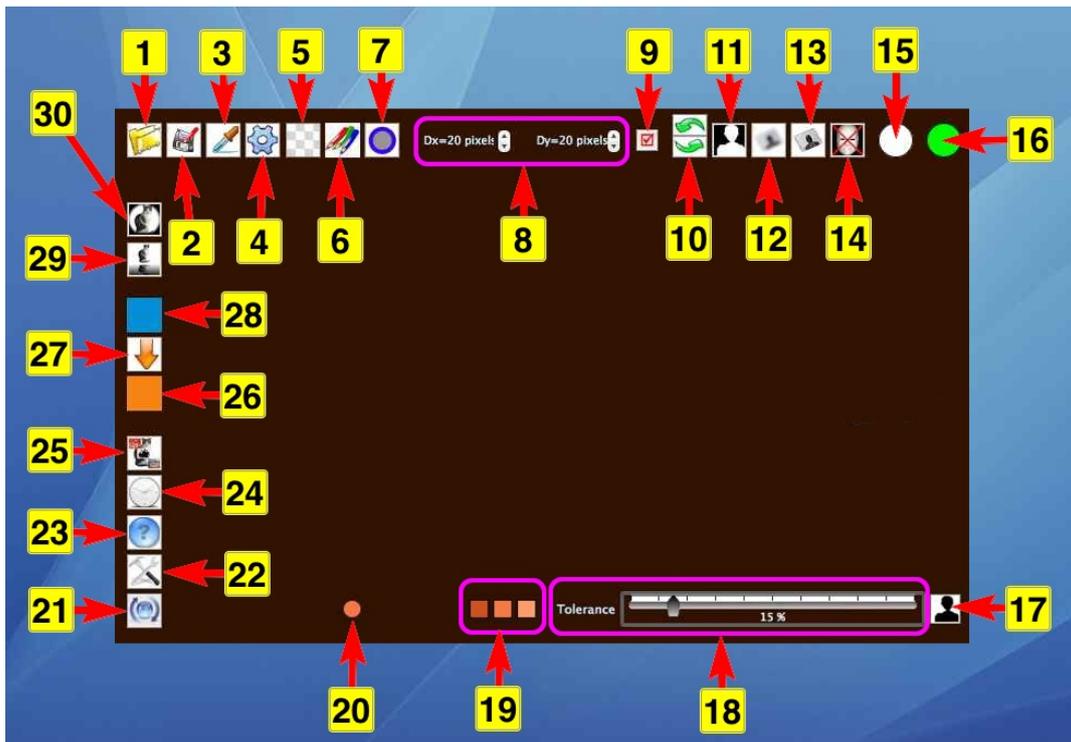
Figure 5: The workspace.

to the shape and size of the masking tool (see boutons 7 et 8). **The cool picker is working in different modes depending on button 6**.

– **Erase picture Mode** (icon Eraser)

When clicking in the picture with the color picker, you define the color to be masked. With the help of the tolerance slider (18) you define the color interval which will be masked. If you click on **button (17)**, *all selected color of the whole picture* will be masked. *If you do a right click or Ctrl+Click with the mouse*, only the region defined by the masking tool around de color picker will be affected if you use the contextual menu.

By a right-click (Ctrl+Click) in the picture with the color picker, you have access to a contex-

tual menu:

Figure 6: Contextual menu of the color picker in the **Erase picture Mode**. *The color bucket correspond to floodfill[1.1] action starting from the local color.*

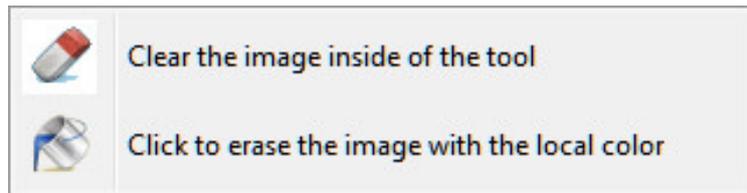   – **Erase mask Mode** (icone negative eraser). By a right-click (Ctrl+Click) in the picture with the color picker, you have access to a contextual menu:
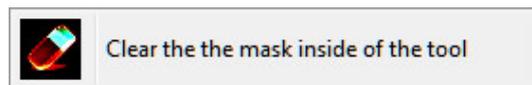

Figure 7: Contextual menu of the color picker in the **Erase mask Mode**.

   – **Paint Mode** (icône Colored pen).By a right-click (Ctrl+Click) in the picture with the color picker, you have access to a contextual menu:
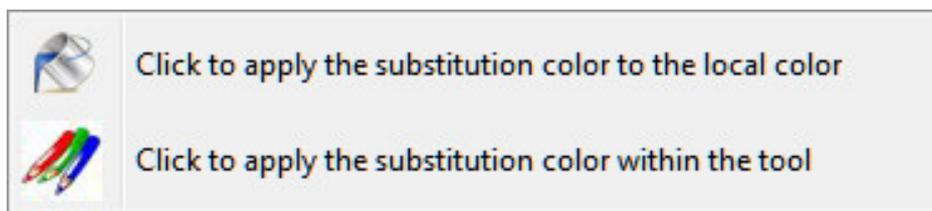
Figure 8: Contextual menu of the color picker in **Paint Mode**. *The color bucket correspond to floodfill[1.1] action starting from the local color* if the color to change is not defined by **button 28**
.
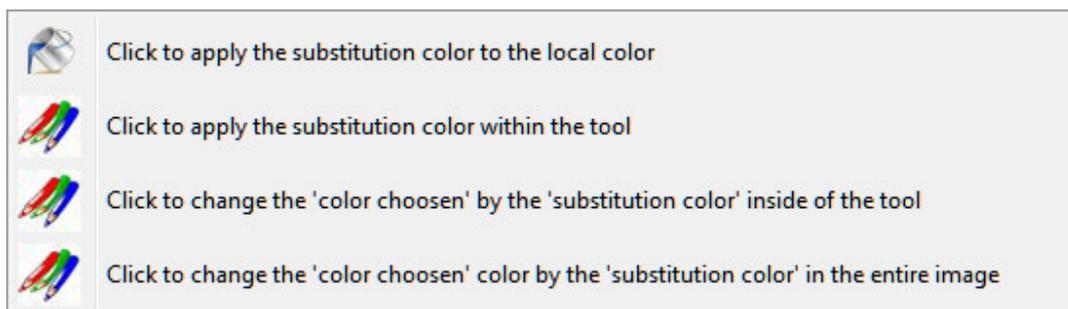
Figure 9: Contextual menu of the color picker in **Paint Mode**. *The color bucket correspond to floodfill[1.1] action starting from the local color* if the color to change is defined by **button 28**
.

- **Button (4)**. **Enable/Disable** the masking tools.
- **Button (5)**. Color of the transparent background. Clicking on this button allow you to choose the color representing the mask in your workspace. *If you abort the choice in the color dialog*, the mask will be represented by a pattern of gray and white squares (default color).
- **Button (6)**. The tools are working in modes:
- Erase picture Mode (icone Eraser)
- Erase mask Mode (icone negativ Eraser)

- Paint Mode (change the color) (icône Color pen)

- **Button (6)**. The making tools erase the picture (Eraser) or the mask (Negativ eraser). In contrast to the color picker tool, the masking tools don't take into account a selected color: *it's a manual process* like with an eraser, useful to finish a mask or in case of a complex picture.

- **You choose among these modes by a contextuel menu. To access at thes menu do a right-click (Ctrl-Click) on button 6**:

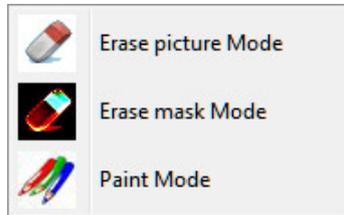Figure 10: Contextual menu of **button 6**.

- **Button (7)**. Choice of the shape of the masking tools. The masking tools can have the shape of **a segment, an oval or a rectangle** whose dimensions are set by the buttons (8). With the oval or the rectangle you mask (or unmask depending of button (6)) by clicking with the mouse and dragging the tool. With the segment, clicking once define the origin and the second click the extremity, a third click define the extremity of a second segment those origin is the previous extremity. You may stop the chaining of the segments by a double click on an extremity.

- **Area (8)**. Choice of the size of the masking tools. During the adjustments by the Up/Down buttons, the shape of the tool is drawn in the center of the workspace. *By pressing the Space key, the size changes by 10 pixels steps instead of one pixel step.*

- **Button (9)**. Changes indicator.

- **Button (10)**. Buttons **Undo** and **Redo**. The number of undo and redo is not limited.

- **Button (11)**. Reverse the mask.

- **Button (12)**. **Make the mask softer**. This softening is very useful when finishing the mask.

- **Button (13)**. **Make the mask harder**.

- **Button (14)**. Clear the transparency mask.

- **Indicator (15)**. Color below the cursor.

- **Indicator (16)**. Authorization indicator. If the circle is red, the operation is not possible or of no use.

- **Button (17)**. Launch the masking process for all the picture according to the selected color and tolerance (see **Buttons (19)**).

- **Area (18)**. Tolerance on color masking: set the min and max color(see **Buttons (19)**).

- **Area (19)**. Colors range to be masked: left min color, center selected color, right max color.

- **Area (20)**. Indicator of the last color defined by the color picker tool.

- **Button (21)**. Checking for updates.

- **Button (22)**. Access to the Prefrences.

- **Button (23)**. Access to the help (this document).

- **Button (24)**. Open a recent file.

- **Button (25)**. About.

- **Button (26)**. Color of substitution.

- **Button (27)**. By a simple click you change on all the picture the color to change to the substitution color. With a righ-click (Ctrl-Click) you ca swap **Color to change⇌Substitution color**.

- **Button (28)**. Color to change.

- **Button (29)**. Mirror effect on the image.

- **Button (30)**. Vignetting the image.

3   Examples of use.

3.1   Making a color transparent automatically.

3.1.1   First method (global)

- With a right-click (Ctrl+Click) on **button 6** choose the Erase picture Mode.

- Possibly set the size of the tool in **area 8**.

- Click on **button 3** to activate the color picker tool.

- **With the color picker click in the picture on the color** you have selected to be transparent. **Set tolerance** in **area 18**. Click on **button 17**.

- **Result**: the chosen color become transparent *within the limits of tolerance* in all the picture.

- If the result does not suit you, return to the previous situation with the **buttons 10**.

3.1.2   Second method (local diffusion (floodFill) [1.1])

- With a right-click (Ctrl+Click) on **button 6** choose the Erase picture Mode.

- Possibly set the size of the tool in **area 8**.

- **Set tolerance** in **area 18**.

- Click on **button 3** to activate the color picker tool.

- **With the color picker click in the picture on the color** you have selected to be transparent.

- **In the contextual menu (right-click or Ctrl+Click** choose Click to erase image with the local color.

- **Result**: the **adjacent** colors to the chosen color become transparent *within the limits of tolerance*.

- If the result does not suit you, return to the previous situation with the **buttons 10**.

3.2   Manually change the transparency.

If the area to make transparent consists of a large variation in color, automatic methods are sometimes inadequate.

3.2.1   Making transparent

- With a right-click (Ctrl+Click) on **button 6** choose the Erase picture Mode.

- Possibly set the size of the tool in **area 8**.

- Click on **button 7** to choose the shape of the tool (segment, circle or rectangular).

- Activate the tool by a click on **button 4**.

- If the chosen shape is circle or rectangular, you erase the picture by drag and drop.

- If the chosen shape is segment, a first click set the start of the segment and a second it's extremity. A third click set the extremity of the next segment and so on. To stop erasing by segments, click on **button 4** or click again on the last segment extremity.

- **Result**: the area designed by the tool is made transparent.

- If the result does not suit you, return to the previous situation with the **buttons 10**.

3.2.2 Cancel transparency

- With a right-click (Ctrl+Click) on **button 6** choose the **Erase mask Mode**.

- Possibly set the size of the tool in **area 8**.

- Click on **button 7** to choose the shape of the tool (segment, circle or rectangular).

- Activate the tool by a click on **button 4**.

- Activez l'outil par un clic sur le **bouton 4**.

- If the chosen shape is circle or rectangular, you erase the picture by drag and drop.

- If the chosen shape is segment, a first click set the start of the segment and a second it's extremity. A third click set the extremity of the next segment and so on. To stop erasing by segments, click on **button 4** or click again on the last segment extremity.

- **Result**: the area designed by the tool is made opaque.

- If the result does not suit you, return to the previous situation with the **buttons 10**.

3.3 Change color automatically.

You must first choose the substitution color by clicking on **bouton 26**.

3.3.1 Throughout the image

- Choose the color to change by clicking on **button 28**.

- **Set tolerance** in **area 18**.

- Lunch the operation by clicking on **button 27**. An other to proceed is to use the color picker tool in the **Paint Mode** and to choose in the contextual menu **Click to change the 'color chosen' by the 'substitution cool' in the entire image**.

- Result: the chosen color becomes the substitution color (*within the limits of tolerance*) the throughout the image.

- If the result does not suit you, return to the previous situation with the **buttons 10**.

3.3.2 Locally

- **Set tolerance** in **area 18**.

- With the contextual menu from **button 6**, select the **Paint Mode**.

- Choose the color to change by clicking with the color picker in the picture.

- With the contextual menu of the color picker choose **Click to apply the substitution color to the local color.**

- Result: the chosen color becomes the substitution color (*within the limits of tolerance*) in the domain adjacent to the local color.

- If the result does not suit you, return to the previous situation with the **buttons 10**.

3.4 Manually change a color.

To do this it suffices to proceed as to change the transparency [3.2] manually, but you have to be in **Paint Mode** selected with the contextual menu of **button 6**.
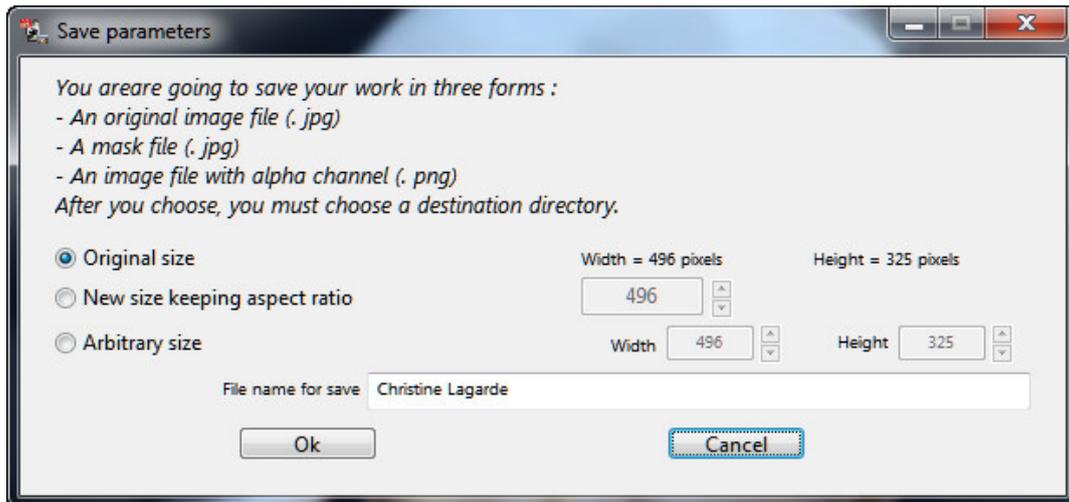
4   Saving your work with GizmoAlpha

Figure 11: Choice of a generic name and size before save.

GizmoAlpha save your work in a folder you may select or create. This folder will contain all your pictures and mask under their generic name. If XXXX is your generic name, you will obtain in this folder:

- XXXX_595_447.jpg

- XXXX_595_447Mask.jpg

- XXXX_595_447.png