intelliPhoto - Manual

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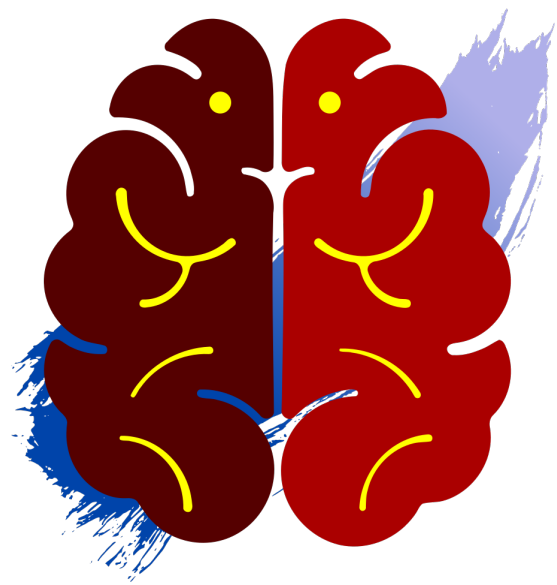
Contents

1 Introduction

intelliPhoto is a software for creating and editing graphics of various kinds. While it allows for work with a full color space, it will also allow export in a more restriced format, which uses 1 byte per pixel. Currently its in its early stages of development and has a very limited array of tools as well as a functional, but barebones interface. This will change in future versions. Currently the following features are implemented, which will be described in further detail on the following pages:

- A barebones user interface

- Loading images from standardized formats (such as .png, .bmp or .jpg)

- Displaying images on a canvas in the software

- Saving edited images to standardized formats

- Drawing with a pen tool with adjustable width and color

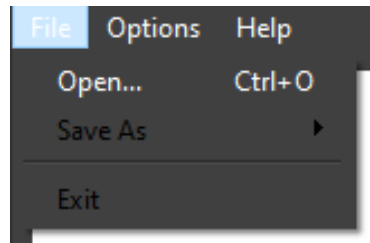- Clearing the canvas with one button click

2 User Guide

After startup the following window opens:
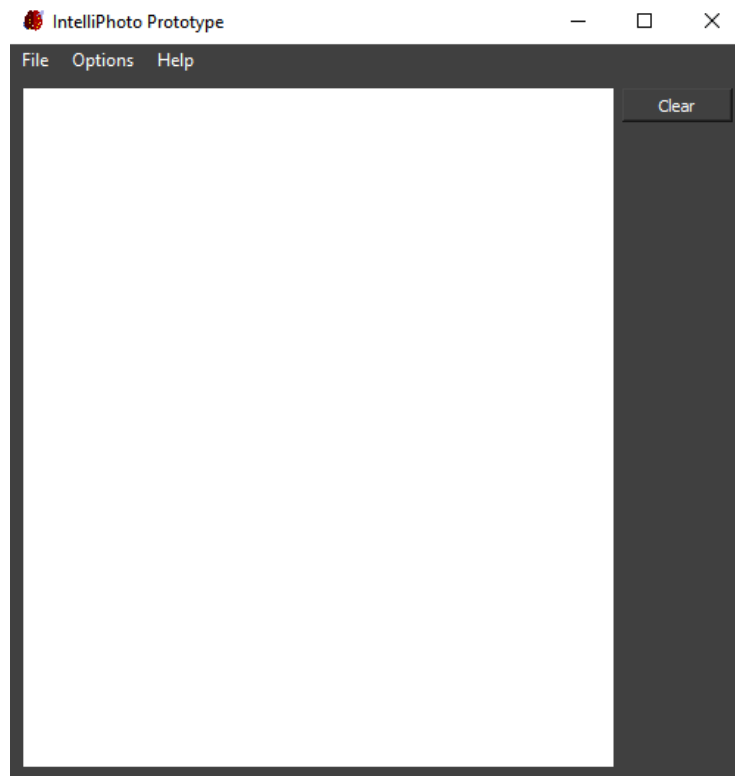
2.1 Loading images

To load a preexisting image, click on "File" in the top menu bar and then on "Open..." in the appearing context menu.

A file explorer window opens. Navigate to the image you want to open and click on "Open" or the equivalent in your system language. The image will now be imported and displayed.

2.2 Saving images

To save the current canvas as an image, click on "File" in the top menu bar then hover over "Save As" and click on your preferred file format in the appearing context menu.
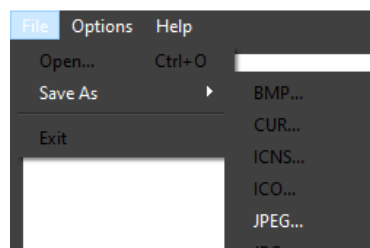
A file explorer window opens. Navigate to your preferred save location, input a file name and click on "Save" or the equivalent in your system language. The image will be saved at that location in the selected file format.

2.3 Setting width and color of the pen

To edit width and color of the drawing tool, click on "Options" in the top menu bar then select either "Pen Color..." or "Pen Width..." depending on which parameter you want to edit.
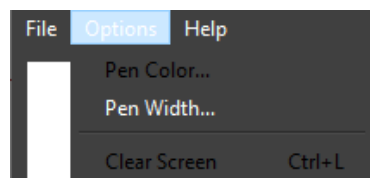
In the appearing popup you can select a new value for the parameter.

2.4 Drawing with the pen tool

To edit the image with the pen tool simply click and hold the left mouse button while hovering the canvas. The pixels in the radius you selected will change their color to the color which you selected under the section above.

Clearing the canvas

To reset the canvas simply click on the "Clear" button on the right hand side of the canvas. All unsaved changes will be lost, so be careful.

3 Next steps

The following features are currently high priority and will be implimented in the near future:

- Image Layers - for better and easier editing as well as ground work for more advanced features like 3D Objects

- Shaped Images - for transparency and non rectangular pictures like the client requested

- Eraser Tool - for easier erasing instead of having to change the pen tool to white

- 1 Byte File Format Export - export to a format that only uses 1 byte per pixel