

APLIKÁCIA NA GENEROVANIE OBRAZU

Užívateľská príručka

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LOAD & NEW & SAVE

This part of menu allows users to work with input and output images.

The screenshot shows the 'NEW & LOAD & SAVE' menu with the following elements and annotations:

- NEW & LOAD & SAVE** (Header)
- Create new image** (Section Header)
- SIZE** (Slider): Sets size of new image.
- NEW IMAGE** (Button): Creates new image.
- Load your image** (Section Header)
- LOAD IMAGE** (Button): Loads image from file.
- Save your image** (Section Header)
- SAVE IMAGE** (Button): Saves image to folder.
- Temporary images** (Section Header)
- TEMPORARY 1, 2, 3** (Buttons): This part allows user to temporarily save created image which is saved to temporary images below. It is possible to save up to three images at the same time.
- DELETE ALL** (Button)
- SHAPE, STROKE, CANVAS** (Color pickers): Thumbnails of colors used while using application.
 - SHAPE** - drawn shape
 - STROKE** - stroke of shape
 - CANVAS** - background color of new created image
- TEMPORARY IMAGES** (Thumbnails): Thumbnails of temporarily saved images. After clicking on one we can work with them.

DRAW SHAPES

Allows users to draw shapes in various forms.

The screenshot shows the 'DRAW SHAPES' menu with the following elements and annotations:

- DRAW SHAPES** (Header)
- Select shape** (Section Header)
- CIRCLE, RECTANGLE, TRIANGLE, SPIRAL** (Buttons): User can choose from four types of object to draw.
- Select drawing type** (Section Header)
- SIMPLE, CONCENTRIC, TOUCHING** (Buttons): Allows user to choose one of three drawing modes.
 - SIMPLE** - draws simple object
 - CONCENTRIC** - draws object concentrically (does not work for spiral)
 - TOUCHING** - draws objects in a way that every next object touches the previous one (does not work for spiral)
- SIZE** (Slider): Sets the size of object. In case of spiral it changes her length.
- AMOUNT** (Slider): Sets the amount of objects that will be drawn.
- RANDOM** (Slider): Sets the random area where objects will be drawn.



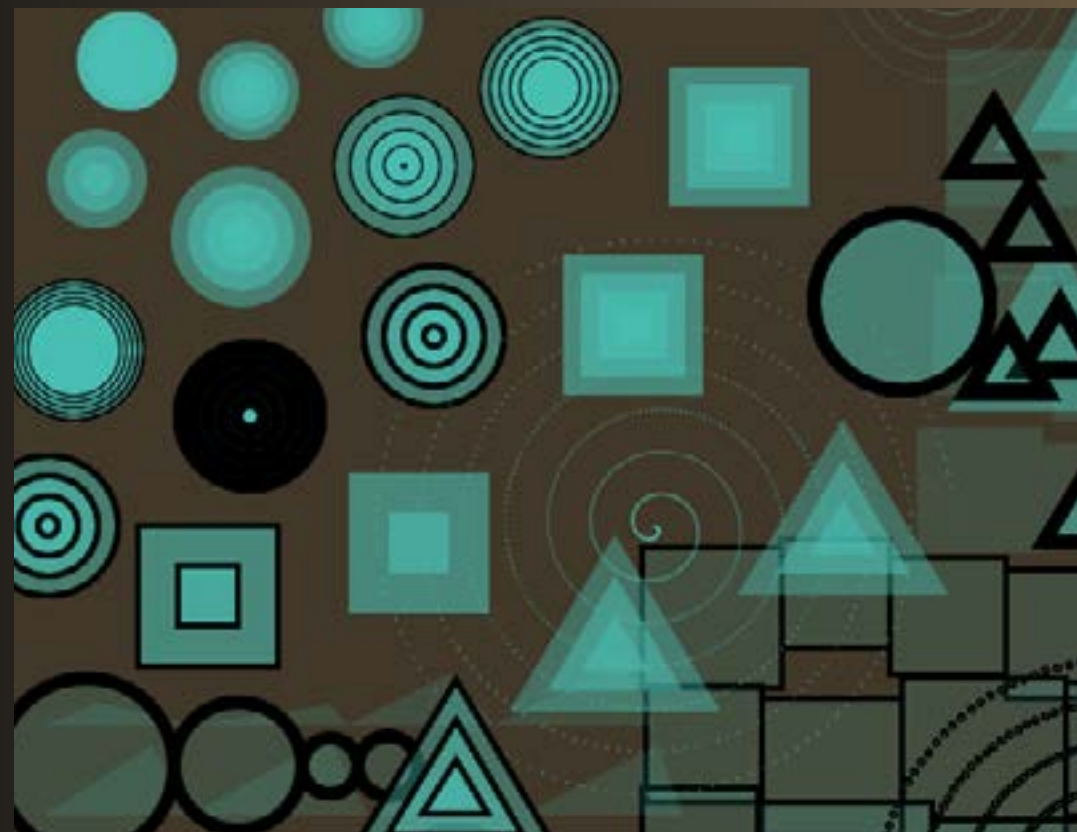
Works when concentric or touching drawing mode selected or when spiral selected. In **concentric mode** it is the distance between concentric objects.

In **touching mode** it is distance between rows of generated shapes.

When **spiral** selected it is the bending of spiral.



User can choose object with stroke or without stroke. **WIDTH** sets the width of stroke.



TRANSFORMATIONS

This part of menu uses various transformations to make images more interesting.



Transformation tab allows user to choose one of eight different transformations. Each of them works differently and enables to change different settings. After clicking on the specific transformation, the settings which influence it light up in green color.

NONE - no image transformation

INVERSE CIRCLE - transforms image according to defined circle

COLUMNS - repeats columns

ROWS - repeats rows

RECTANGLE - repeats rectangles

KALEID RECTANGLE - kaleidoscope part consists of four repeating rectangles

KALEID TRIANGLE2 - kaleidoscope part consists of two facing triangles

KALEID TRIANGLE4 - kaleidoscope consists of four facing triangles

Enabled settings for selected transformation:

INVERSE CIRCLE -

TRANSLATE - translation of transformed pixels

RADIUS - radius of defined circle

COLUMNS -

REFLECT/NO REFLECT - facing/not facing columns

2D SLIDER - sets the width of column

ROWS -

REFLECT/NO REFLECT

2D SLIDER - sets the height of row

RECTANGLE -

2D SLIDER - defines repeating rectangle

KALEID RECTANGLE -

2D SLIDER - define size of kaleidoscope part

KALEID TRIANGLE2 -

2D SLIDER

REFLECT/NO REFLECT

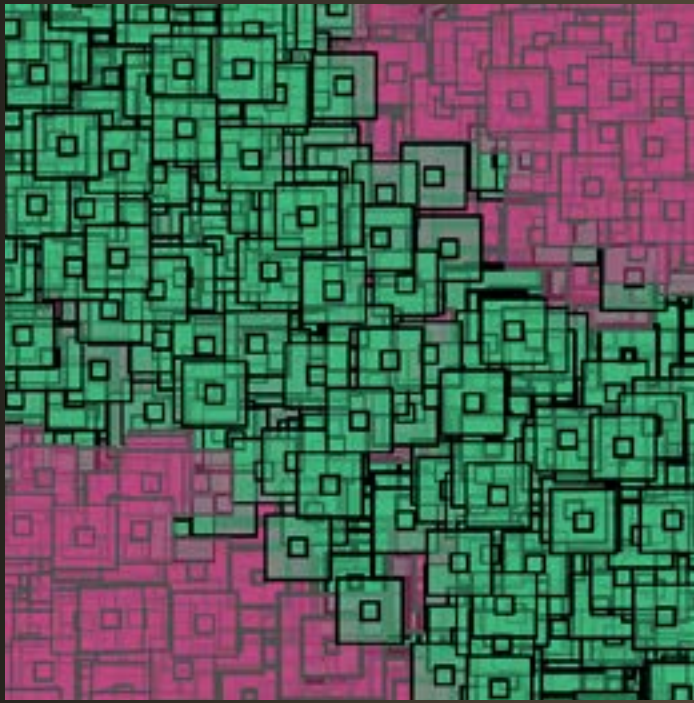
KALEID TRIANGLE4 -

2D SLIDER

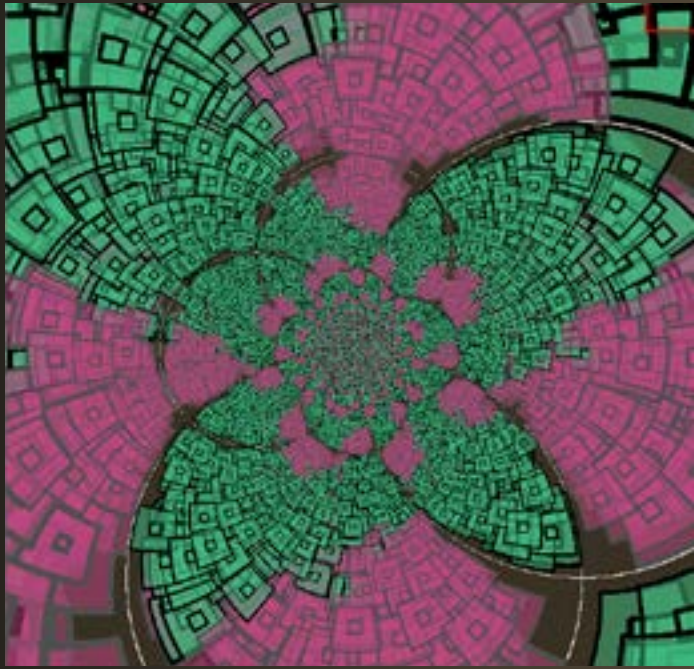
REFLECT/NO REFLECT



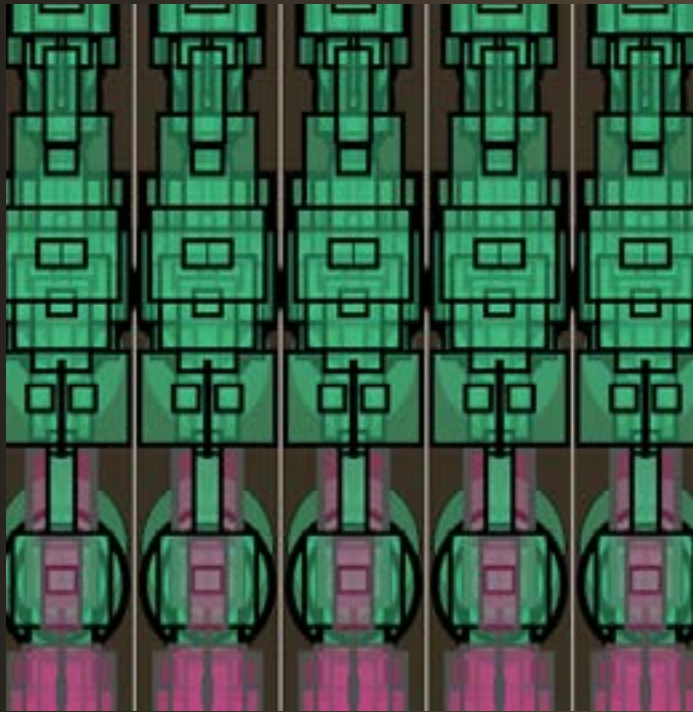
EXAMPLE - one input image transformed by some of transformation



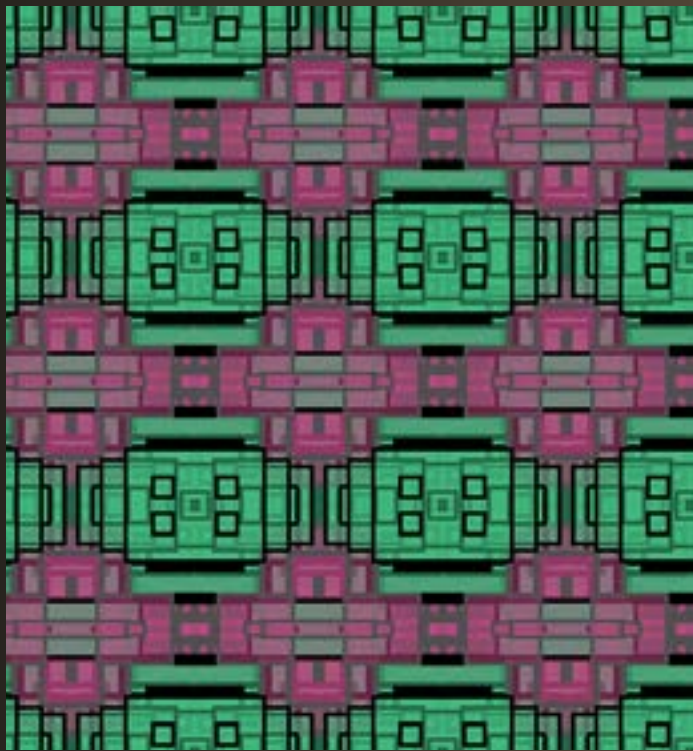
NONE



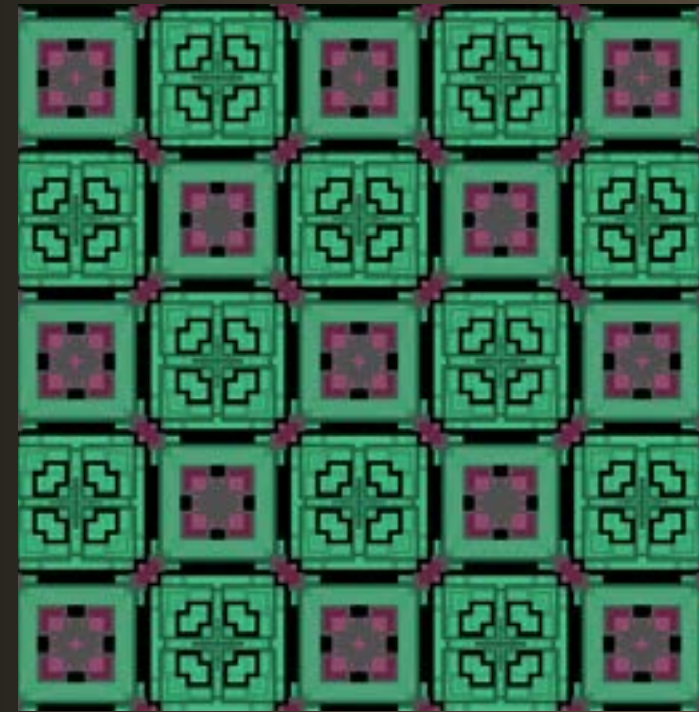
INVERSE CIRCLE



COLUMNS



KALEID
RECTANGLE



KALEID
TRIANGLE4

IMAGE

This part of menu allows user to use shape filter.



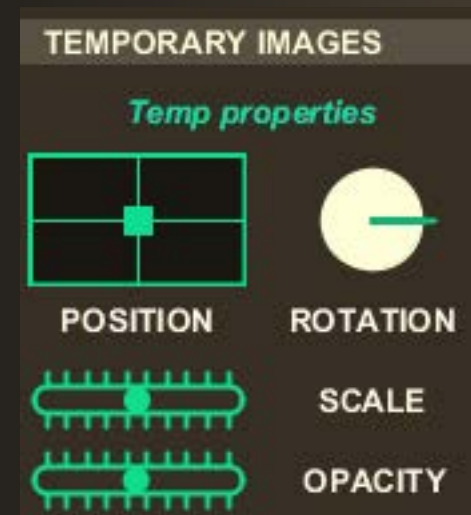
Image tab consists of shape filter. User can select one of three shapes which will be used in filter.

Intensity of shape filter is how big in size will be the selected shape used.

After selecting one of the filters, user can either save filter or delete it.

TEMPORARY IMAGES

This part of menu allows user work with temporarily saved images after clicking on one of the temporary thumbnails.



Allows user to change selected temporary image:

POSITION
ROTATION
OPACITY
SCALE

FADE OUT

NO FADE OUT

Set the border of temporary image to fade out or not.

Choose blend mode

NONE

OVERLAY

BURN

DODGE

SOFT LIGHT

HARD LIGHT

MULTIPLY

SCREEN

ADD

SUBTRACT

Allows user to choose between various blending modes.

Set the border of temporary image to fade out or not.

SAVE TEMP

Saves temporary image to sketch.