Figure 3-45. *Color lookup maps the color and tonal values from a gradient to the image*

The Filter Menu

The Filter menu consists of 28 functions for applying specialized effects. Some filters have useful applications for image correction (such as Blur and Sharpen) that modify focus). Others apply artistic, photographic, and fun effects.

Here's a look at the filters and the effects applied by each one:

1. **Blur**—Softens the image focus very slightly. The filter can be applied repeatedly to increase the effect.

2. **Box Blur**—Softens the image focus based on contrasting areas in an image. Some detail may be left in linear areas (Figure 3-46).

Figure 3-46. *The Box Blur filter*

3. **Gaussian Blur**—Also used for blurring images (Figure 3-47), but softens the image more smoothly than Box Blur. Gaussian Blur simulates the effect of viewing the image through a translucent screen. The strength of the effect is controlled by the slider in the dialog box.

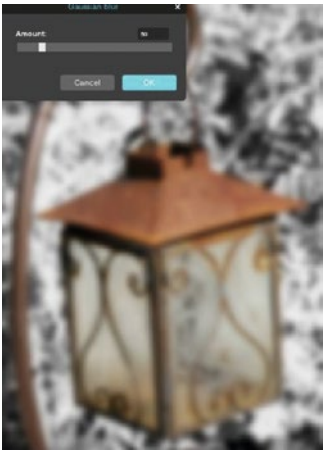

Figure 3-47. *The Gaussian Blur filter*

4. **Sharpen**—Increases the contrast between neighboring pixels to make the image appear slightly sharper. The filter can be applied repeatedly to increase the effect.

5. **Unsharp Mask**—Offers greater control than the Sharpen filter (Figure 3-48). The dialog box uses these three settings to achieve the best results possible:

   - *Amount*: The percentage of the effect applied.
   - *Radius*: The size of the edges to be sharpened.
   - *Threshold*: Helps prevent excessive speckling in smooth areas.

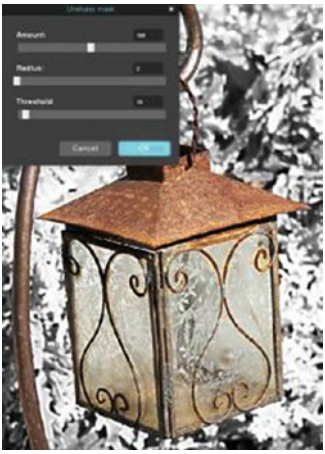

Figure 3-48. *The Unsharp Mask filter*

6. **Denoise**—Helps remove excessive digital noise from the image.
7. **Noise**—Introduces noise into the image (Figure 3-49). The amount is controlled by the slider in the dialog box, and there is a monochromatic option box.

Figure 3-49. *The Noise filter*

8. **Diffuse**—Creates a soft, impressionist-like image (Figure 3-50). The strength of the effect is controlled by the slider in the dialog box.

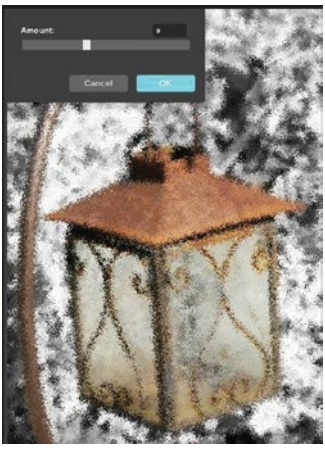

Figure 3-50. *The Diffuse filter*

9. **Scanlines**—Creates the effect of the image being displayed on a CRT display (Figure 3-51). The strength of the effect is controlled by the slider on the dialog box, and there is a Horizontal option available.

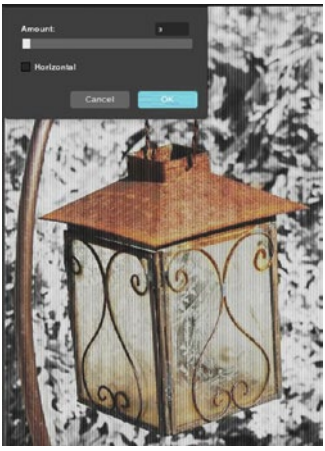

Figure 3-51. *The Scanlines filter*

10. **Halftone**—Mimics the effect of a photographic image printed on an offset printer characterized by the dots (Figure 3-52). Various aspects of the filter are controlled in the dialog box.

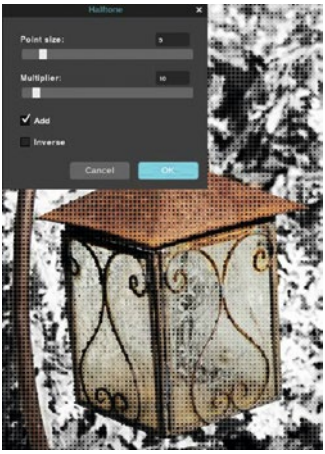

Figure 3-52. *The Halftone filter*

11. **Pixelate**—Applies an effect that enlarges the pixels of the image to obscure detail or create a digitized look (Figure 3-53).

Figure 3-53. *The Pixelate filter*

12. **Pointinize**—Divides the image into equally spaced dots, squares, large circles, or small circles using the dialog box (Figure 3-54).

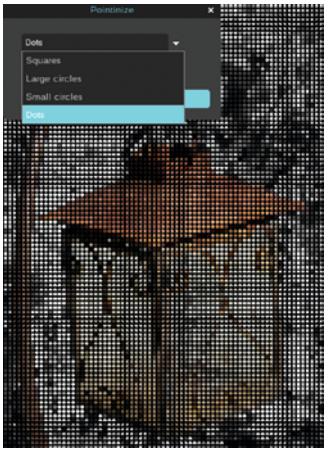

Figure 3-54. *The Pointinize filter*

13. **Water Swirl**—Applies a distortion, making the image appear to be submerged in water (Figure 3-55). The Amount and Size options are controlled by sliders in the dialog box, and there is an option box for horizontal waves.

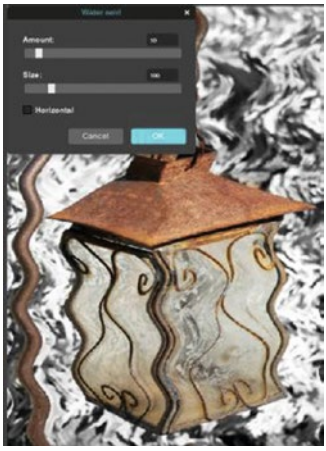

Figure 3-55. *The Water Swirl filter*

14. **Polar Coordinates**—Twirls the image from its original state to polar coordinates. The example shown (Figure 3-56) has Rect (rectangle) set to polar. The other settings are Polar to rect and Invert in circle.

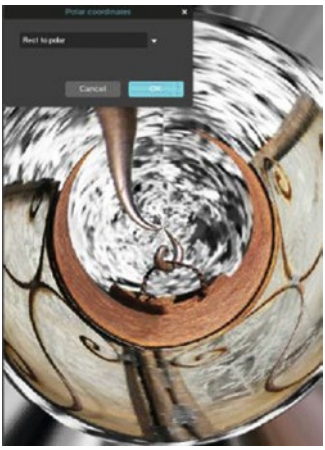

Figure 3-56. *The Polar Coordinates filter*

15. **Kaleidoscope**—Creates a kaleidoscope-like pattern from the image (Figure 3-57). The Size, Horizontal, and Vertical settings are controlled using the sliders in the dialog box.

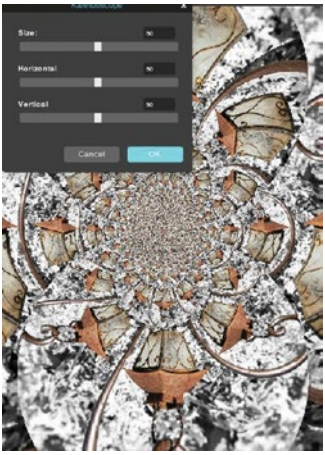

Figure 3-57. *The Kaleidoscope filter*

16. **Tilt Shift**—Simulates a photographic technique involving selective focus, making the scene appear as a miniature model set (Figure 3-58). The Focus, Size, and Location settings are controlled by sliders in the dialog box, and a Saturate (that boosts color intensity) checkbox is provided.

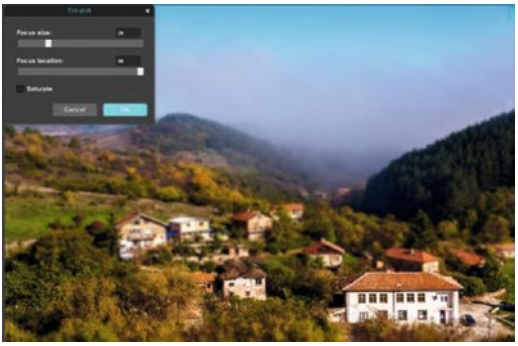

Figure 3-58. *The Tilt Shift filter*

17. **Vignette**—Simulates a photographic technique that obscures the sides and corners of the image. This technique is commonly used in portrait photography (Figure 3-59). The size of the vignette is controlled by the slider in the dialog box, and the color of the vignette can be changed using the Color Selector.

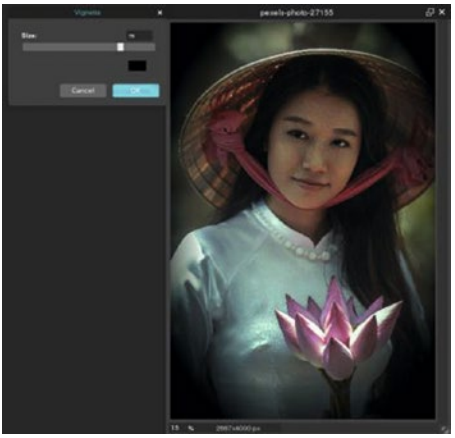

Figure 3-59. *The Vignette filter*

18. **Pastels**—Applies an artistic effect to the image, simulating the look of having been drawn pastels (Figure 3-60). The size of the strokes is controlled by the slider in the dialog box, and the Invert option checkbox switches some of the lightest pixels to dark.

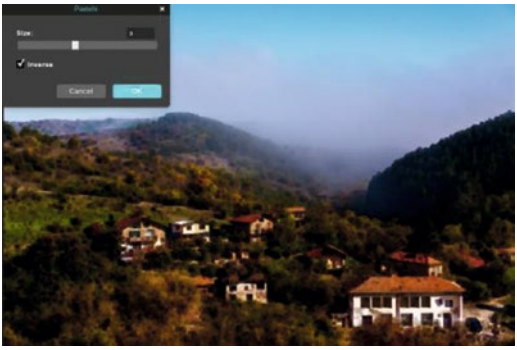

Figure 3-60. *The Pastes filter applies an effect similar to pastels*

19. **Glamour Glow**—Increases contrast and softens focus slightly to help add smoothness and radiance to the skin (Figure 3-61).

Figure 3-61. *The Glamour Glow filter*

20. **Mimic HDR**—Simulates High Dynamic Range photography, which results in a higher range of dynamic luminosity throughout the image (Figure 3-62).

Figure 3-62. *The Mimic HDR filter simulates high dynamic range photography*

21. **Hope**—Simulates the artistic style (Figure 3-63) used by artist Shepard Fairey to create the image of President Barrack Obama on the famous 2008 campaign poster titled Hope.

Figure 3-63. *The Hope filter*

22. **Art Poster**—Creates a stylized effect from the image using large areas of solid color (Figure 3-64). The amount of the effect applied and the color is controlled by the sliders in the dialog box. An Invert option (reverses colors and tones) is provided.

Figure 3-64. *The Art Poster filter*

23. **Heat Map**—Applies an effect to the image, giving it the appearance of a thermogram (Figure 3-65). The strength of the effect is controlled by the slider in the dialog box.

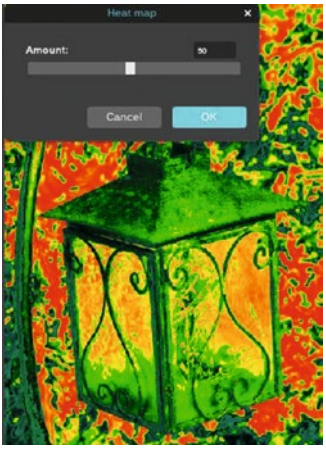

Figure 3-65. *The Heat Map filter*

24. **Tri Tone**—Applies three color values to the highlights, midtones, and shadows of the image (Figure 3-66). The effect can be changed by using the Color Selector dialog box.

Figure 3-66. *The Tri Tone filter*

25. **Night Vision**—Simulates the effect of viewing the image through an image intensifier used in low-light conditions (Figure 3-67). The Gain and Noise settings are controlled using the sliders in the dialog box.

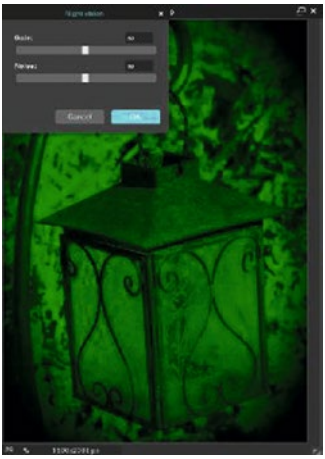

Figure 3-67. *The Night Vision filter*

26. **Emboss**—Simulates the effect of viewing the image standing out as a relief (Figure 3-68).

Figure 3-68. *The Emboss filter*

27. **Engrave**—Simulates the effect of viewing the image engraved on a hard object (Figure 3-69).

Figure 3-69. *The Engrave filter*

28. **Find Edges**—Finds the edges in the image and creates a neon-like effect (Figure 3-70).

Figure 3-70. *The Find Edges filter*

The View Menu

The View menu (Figure 3-71) provides several options for zooming in on the image, as well as viewing the Navigator, Layer, and History palettes (among others).

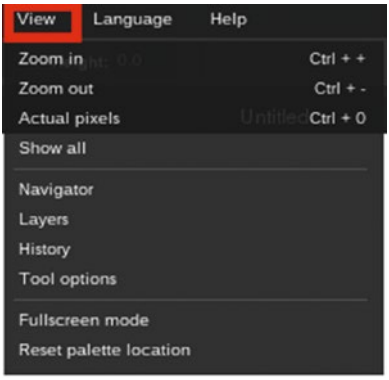

Figure 3-71. *The View menu*

Here's a look at the options available from the View menu:

- **Zoom In** (Control++)—Magnifies the image one level.
- **Zoom Out** (Control+-)—Zooms out from the image one level.
- **Actual Pixels** (Control+0)—Displays the image at a one image pixel to one monitor pixel ratio.

- **Show All** (no shortcut)—Displays the image in its entirety within the workspace.
- **Navigator** (no shortcut)—Displays or hides the Navigator Palette.
- **Layers** (no shortcut)—Displays or hides the Layers Palette.
- **History** (no shortcut)—Displays or hides the History Palette.

■ **Note** We covered at the Navigator, Layers, and History Palettes in Chapter 1.

- **Tool Options** (no shortcut)—Displays available options for the active tool.
- **Fullscreen Mode** (no shortcut)—The Pixlr Editor workspace occupies the entire monitor for maximum image display. To exit the fullscreen mode, press the Escape key.
- **Reset Palette Location** (no shortcut)—Places the palettes to their default positions if they've been moved.

■ **Note** Because Pixlr Editor is browser-based, some shortcuts may be overridden by the browser's preset shortcuts.

The Language Menu

Pixlr Editor supports 28 different languages. The choices are shown in the Language menu (Figure 3-72).

Figure 3-72. *The Language menu*

The following languages are supported by Pixlr Editor:

- English
- Spanish
- German
- French
- Greek
- Arabic
- Brazilian
- Russian
- Ukrainian
- Hebrew
- Croatian
- Italian
- Romanian
- Dutch
- Swedish

- Danish
- Finnish
- Slovenian
- Czech
- Turkish
- Polish
- Portuguese
- Indonesian
- Simplified Chinese
- Traditional Chinese
- Thai
- Japanese
- Korean

The Help Menu

The Pixlr Editor Help menu offers several avenues for obtaining help should you need it (Figure 3-73).

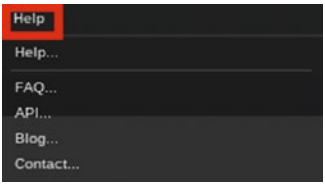

Figure 3-73. *The Help menu*

The following options are offered in the Help menu:

- **Help, FAQ, and API**—Link to the Pixlr support page at `https://support.pixlr.com/hc/en-us`. From there, you can navigate using the corresponding link to the page you want to open.
- **Blog**—Links to the Pixlr Blog at `http://pixlr.com/blog/`. This is where you can connect with other users for help and tips.
- **Contact**—Allows you to submit a request for help via e-mail to the support team.

The Login/Sign Up Menu

This area is for users with a Pixlr account to log in, and for those who don't to sign up for one if desired. When you log in, the dialog box opens with textboxes to enter your e-mail and password, or to sign in with Google (Figure 3-74).

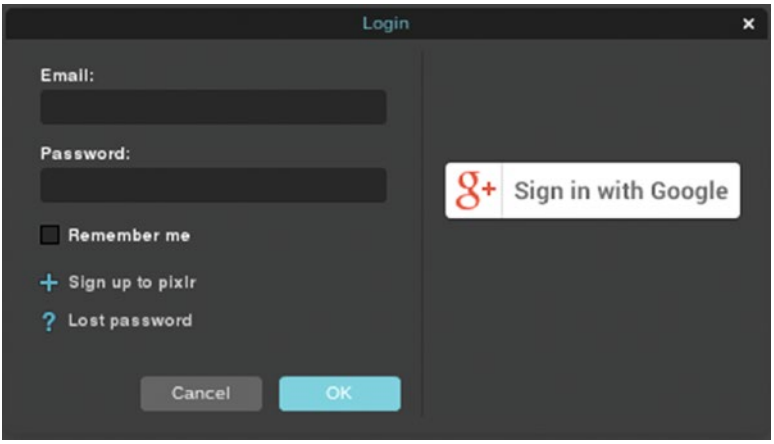

Figure 3-74. *The Login dialog box*

Pixlr Editor can be used without an account, but you'll only be able save images to your computer or external storage device. Keeping your images in the library offers the advantage of accessing them from any computer with an Internet connection. This can also prevent their loss in case of a hard drive failure.

To sign up, simply enter your name and e-mail address, and then create a password (Figure 3-75).

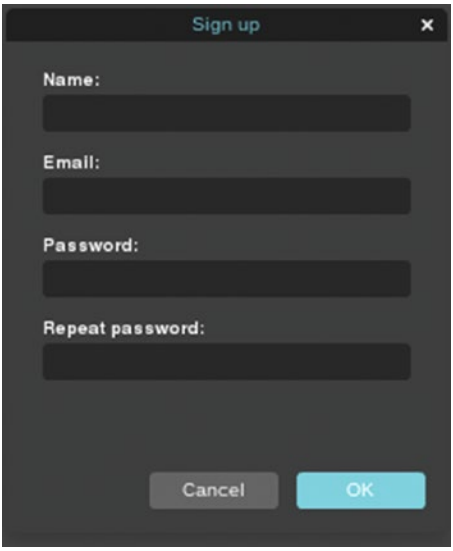

Figure 3-75. *The Sign Up dialog box*

Summary

In this chapter, we covered a lot of ground by exploring all of the functions contained in the menu bar. Many of the functions you'll need in order to edit images are accessed from here.

This concludes Part I of this book—you had a thorough look at the Pixlr Editor workspace, tools, menu bar, and palettes. In the next chapter beginning in Part II, you'll learn some image editing basics by learning how to compose good photos before pressing the shutter button, and how to improve composition in photos using Pixlr Editor.