CHAPTER 3

The Pixlr Editor Menu Bar

This chapter looks at the functions that are accessed from the menu bar, as well as their keyboard shortcuts (when applicable). Here are the topics that will be covered:

- *File*: This section covers matters related to opening, saving, and printing your work.
- *Edit*: This section looks at the image editing functions available.
- *Image*: Here we look at functions related to the image such as image size, canvas size, rotating, flipping, and cropping.
- *Layer*: This section of the chapter looks at functions related to working with layers.
- *Adjustment*: This section looks at functions that adjust, correct, or modify the images tonality or color.
- *Filter*: Here we look at the filters and how they modify the image with specialized effects.
- *View*: This sections looks at various options available for viewing your image.
- *Language*: Lists all of the languages Pixlr Editor accommodates.
- *Help*: Lists various resources available if you need assistance.
- *Login/Signup*: Looks at how to sign up and log in to Pixlr Editor.

The File Menu

The File option is located on the far left side of the menu bar (Figure 3-1).

P. Whitt, *Beginning Pixlr Editor*, DOI 10.1007/978-1-4842-2698-8_3

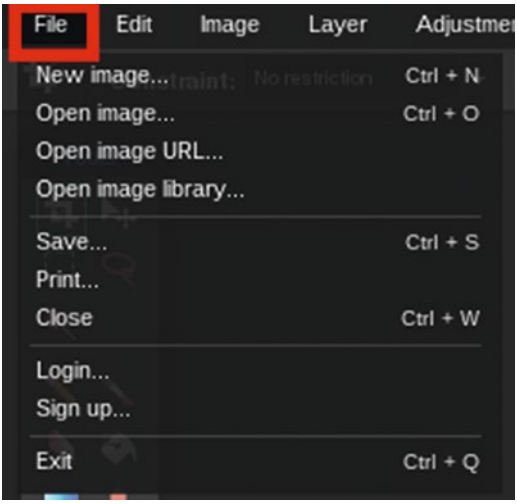

Figure 3-1. *The File option*

The following options are available from the File menu:

1. **New Image** (Control+N)—This dialog box creates a new, blank canvas for you to work in (Figure 3-2).

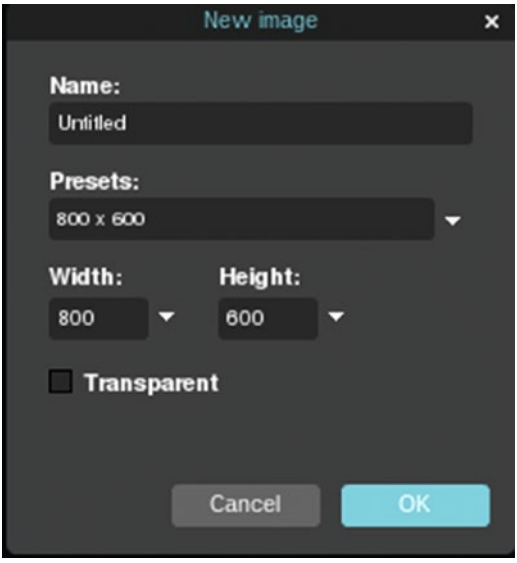

Figure 3-2. *The New Image dialog box*

The options provided by the New Image dialog box are:

- A textbox to name the image.
- A choice of preset sizes (it's set to 800 X 600 by default).
- Width and Height numeric input boxes. The size can also be adjusted by clicking the inverted triangles and using the sliders.
- Transparent (the background color is white by default).

2. **Open Image** (Control+O)—This option allows you to open an existing image from your computer (if you recall, this was covered briefly in Chapter 1).
3. **Open Image URL** (no shortcut)—This option allows you to open an image hosted on a web page into Pixlr Editor.
4. **Open Image Library** (no shortcut)—This option requires opening a Pixlr account to use. The Pixlr library (a cloud service) is a convenient way to store your images.
5. **Save** (Control+S)—Provides a choice of saving your work to your computer or to the Pixlr library. Your work can be saved in the following file formats:
   - JPEG (Good for most photos)
   - PNG (Transparent, full quality)
   - BMP (Large but non-destructive)
   - TIFF (Special format)
   - PXD (Layered Pixlr image)
6. **Print** (shortcut not indicated)—Launches the Printer Settings dialog box of the default printer.

■ **Note** Even though there is no print shortcut indicated in Pixlr Editor's Print option, Control+P should work, depending on the browser being used.

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7. **Close** (Control+W)—Closes the active image. If edits are made to the image without saving the changes, a Confirm dialog box appears (Figure 3-3). At this point, you can save the changes, close the image without saving, or cancel the dialog box and continue editing.

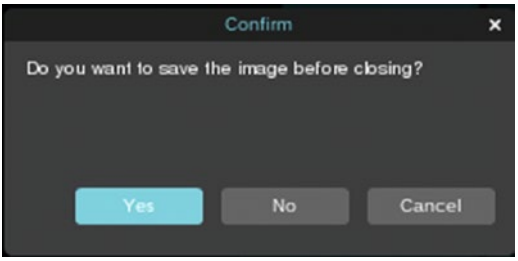

Figure 3-3. *The Confirm dialog box for the Close option*

8. **Login** (no shortcut)—If you have a Pixlr account and are signed in, this logs you out.
9. **Signup** (no shortcut)—Lets you sign up for a Pixlr account.
10. **Exit** (Control+Q)—Leaves the Pixlr Editor site. A dialog box is prompted with a reminder stating that changes made in the image may not be saved if you leave the site (Figure 3-4). The dialog box appearance and wording may vary, depending on the browser you're using.

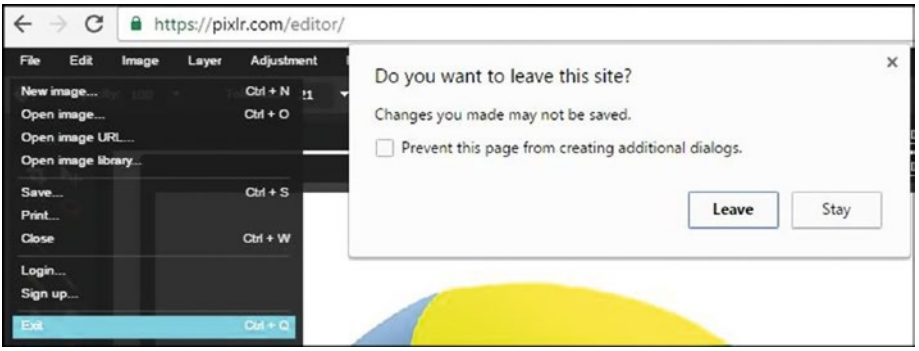

Figure 3-4. *Clicking Exit prompts a dialog box confirming the action*

■ **Note** The functions listed under File may vary slightly from one browser to another.

The Edit Menu

Edit is the next option on the menu bar (Figure 3-5). The Edit option contains numerous functions for making changes to the image.

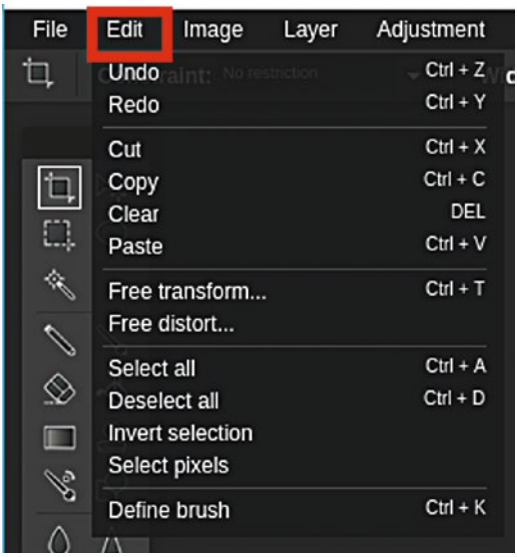

Figure 3-5. *The Edit option*

The following options available from the Edit menu:

1. **Undo** (Control+Z)—This operation undoes the last edit or function.
2. **Redo** (Control+Y)—This operation reinstates the previously reverted edit or function.
3. **Cut** (Control+X)—This operation deletes pixels from a selected area (Figure 3-6). The data is stored temporarily in an area called a clipboard.

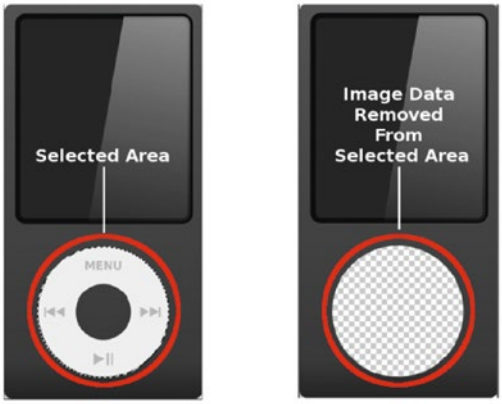

Figure 3-6. *The cut option deletes pixels from a selected area*

4. **Copy** (Control+C)—This operation duplicates image data from a selected image or selected area and stores it in the clipboard.
5. **Clear** (DEL)—This works in the same way as the Cut option, except the image data is deleted without storing it in clipboard.
6. **Paste** (Control+V)—This applies image data stored in the clipboard to the image, or on to a new layer.
7. **Free Transform** (Control+T)—This allows you to rotate, reshape, and resize images or graphical elements on an active layer (Figure 3-7). Holding the Shift key while resizing maintains the aspect ratio.

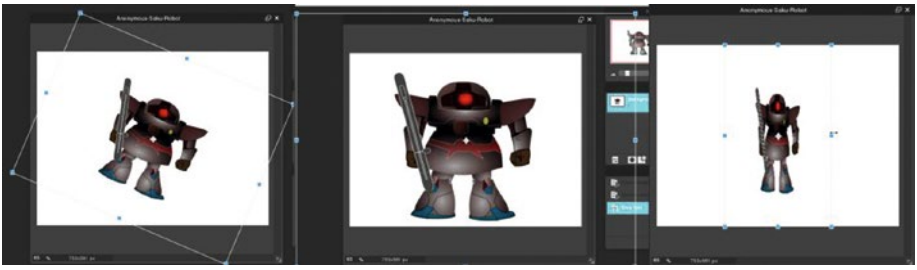

Figure 3-7. *Free transform is used to rotate, resize, or reshape images*

8. **Free Distort** (no shortcut)—This allows you to alter the image's perspective (Figure 3-8). In some cases, it can be used to correct images with perspective problems.

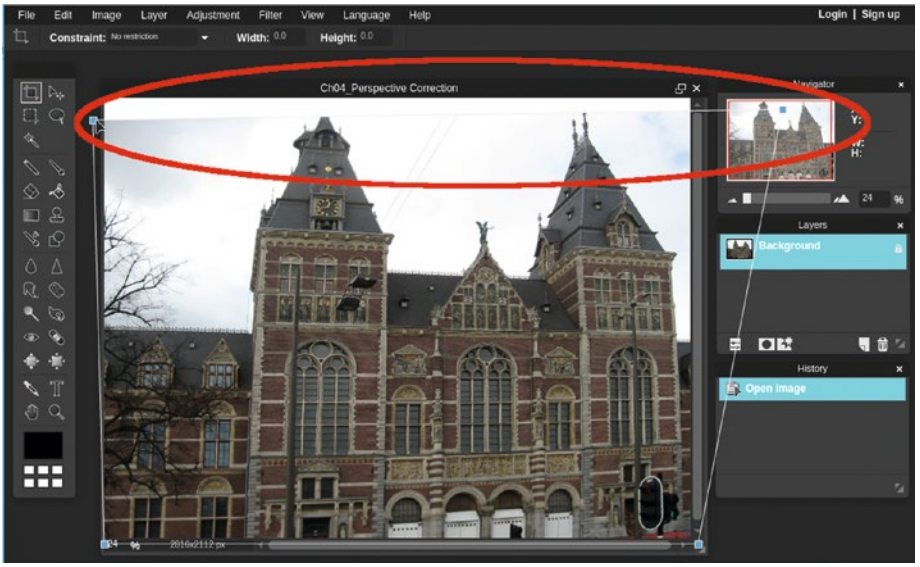

Figure 3-8. *Free distort is used to alter perspective*

9. **Select All** (Control+A)—This applies a selection around the entire image or active layer.
10. **Deselect All** (Control+D)—Cancels any active selections.
11. **Invert Selection** (no shortcut)—Changes the selection to apply to previously unselected image data and ignores the previously selected data (Figure 3-9).

Figure 3-9. *Invert selection switches the image data that is selected*

12. **Select Pixels** (no shortcut)—Selects only the pixels on an active layer.

13. **Define Brush** (Control+K)—Creates a brush from a selected image (Figure 3-10).

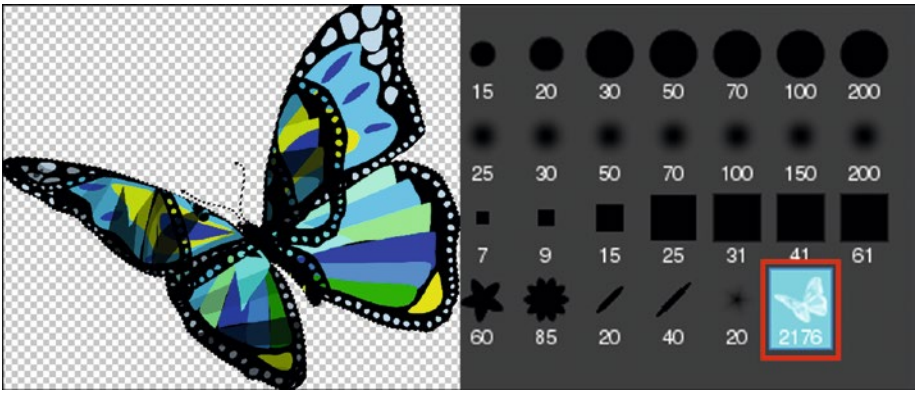

Figure 3-10. *Define brush creates a brush from an image*

■ **Note** After a new brush is defined from an image, it remains in the brush palette only as long as Pixlr Editor is open. However, the new brush can be preserved by saving the brush set to your computer. The saved brush set can be loaded as needed for future editing sessions.

The Image Menu

The Image menu provides several functions for changing the size of the image, the canvas, and its position (Figure 3-11).

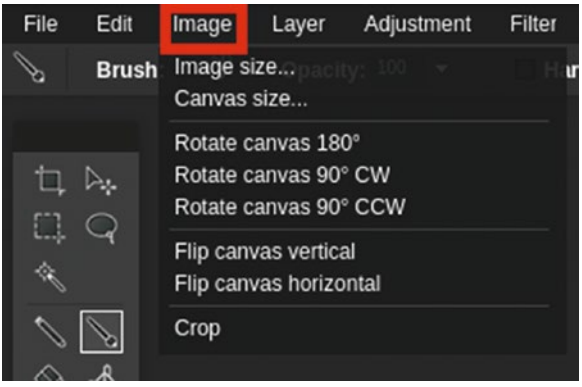

Figure 3-11. *The Image option*

The following functions are available from the Image menu:

1. **Image Size**—This operation controls the overall dimensions of your image. The image dimensions are measured in pixels, as shown in Figure 3-12. New values can be entered in the Width and Height boxes to change the image size. By leaving the Constrain Proportions box checked, the original proportions of the image are maintained. Unchecking it will result in an image with distorted proportions.

Figure 3-12. *New numeric values can be entered to change the image size*

The image size can also be changed by using the slider(s) in the Image Size dialog box (Figure 3-13).

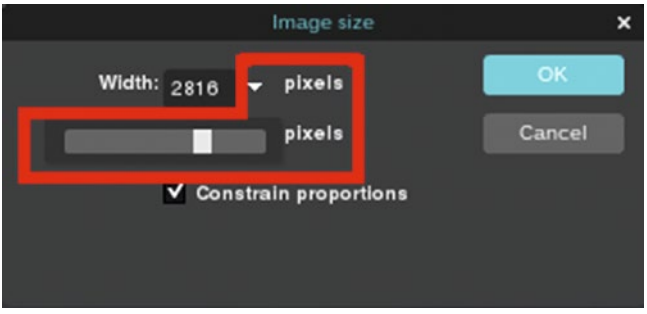

Figure 3-13. *The image size can also be changed by using the slider(s)*

2. **Canvas Size**—This option controls the overall dimensions of the canvas (the background that the image rests on). For example, when the canvas width and height is increased by 100 pixels, it leaves a border around the image (Figure 3-14).

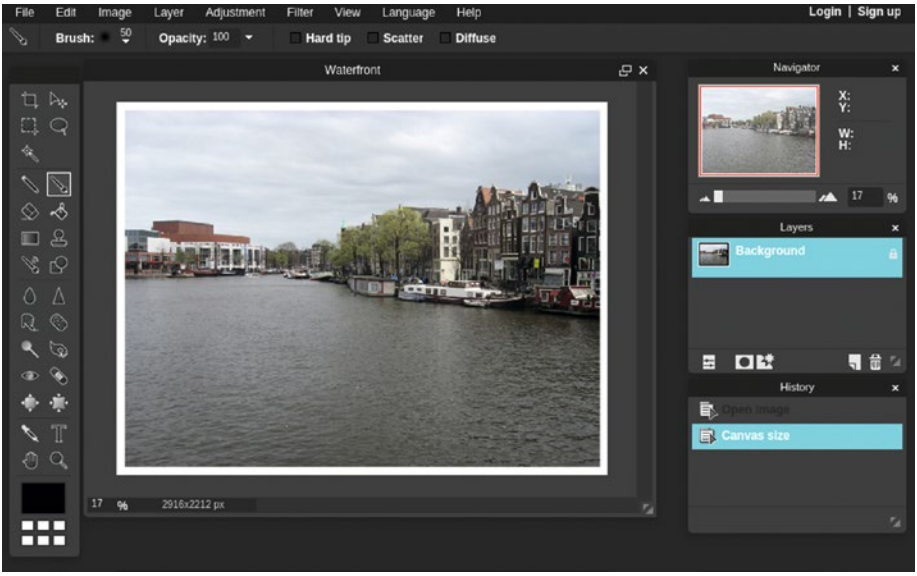

Figure 3-14. *By increasing the canvas width and height by 100 pixels, a border is added to the image*

The Canvas Size dialog box is similar to the Image Size dialog box in respect to the Width and Height numeric input boxes and sliders, but it doesn't have a Constrain Proportions feature. It allows the image to be anchored in the center, lower-left, left, upper-left, top, upper-right, right, lower-right, and bottom in relation to the canvas (Figure 3-15).

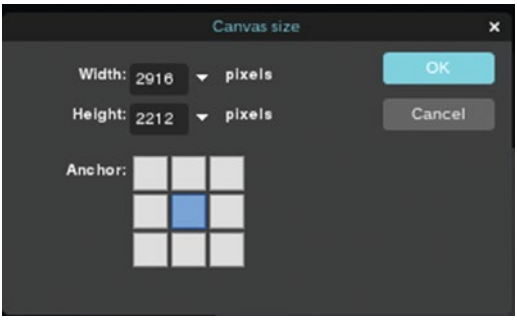

Figure 3-15. *The image can be anchored to various positions in relation to the canvas*

3. **Rotate Canvas 180°—**Rotates the canvas (including all layers) 180 degrees, making the image appear upside down (Figure 3-16).

Figure 3-16. *The image rotated 180 degrees*

4. **Rotate Canvas 90° CW**—Rotates the canvas (including all layers) 90 degrees clockwise (Figure 3-17).

Figure 3-17. *The image rotated 90 degrees clockwise*

5. **Rotate Canvas 90° CCW**—Rotates the canvas (including all layers) 90 degrees counter-clockwise.

6. **Flip Canvas Vertical**—Flips the canvas vertically and reverses it (including all layers), as shown in Figure 3-18.

Figure 3-18. *The image flipped vertically and reversed*

7. **Flip Canvas Horizontal**—Flips the canvas horizontally, resulting in a reversed image (including all layers), as shown in Figure 3-19.

Figure 3-19. *The image flipped horizontally*

8. **Crop**—Trims an image to the dimensions of a selection (Figure 3-20).

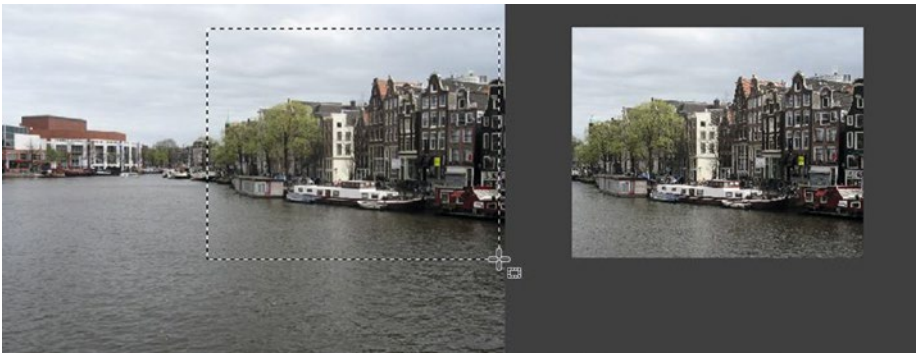

Figure 3-20. *The image cropped to the dimensions of the selection*

The Layer Menu

The Layer menu provides a number of functions for working with layers (Figure 3-21).

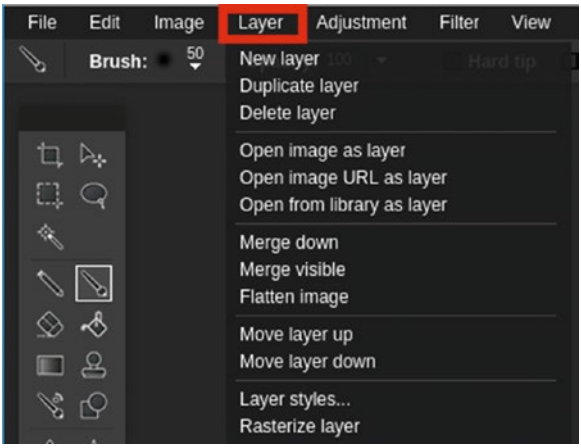

Figure 3-21. *The Layer menu*

■ **Note** If you are a beginner to image editing, I suggest you look over the *The Beginner's Guide to Layers* PDF, which can be obtained from the Source Code/Downloads tab from this Apress page: http://www.apress.com/9781484226971.

The following functions are available from the Layer option:

1. **New Layer**—Creates a new blank layer.
2. **Duplicate Layer**—Creates a duplicate of the active layer.
3. **Delete Layer**—Deletes any layer that's no longer needed.
4. **Open Image as Layer**—Opens another image as a layer and places it at the top of the layer stack of the image that's currently open (Figure 3-22).

Figure 3-22. *The image of the white car opened as a layer placed in the image of the green car*

5. **Open Image URL as Layer**—Opens an image hosted on a web page as a layer and places it at the top of the layer stack of the image that's currently open.
6. **Open From Library as Layer**—Opens an image from the library as a layer and places it at the top of the layer stack of the image that's currently open.
7. **Merge Down**—Combines the active layer with the one directly beneath into one layer (Figure 3-23).

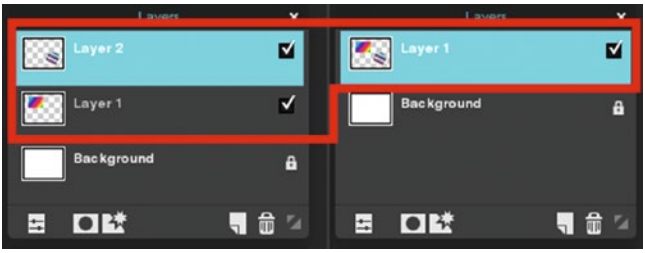

Figure 3-23. *Merge Down combines the active layer with the layer directly beneath it*

8. **Merge Visible**—Combines the layers with the visibility box checked into one layer (Figure 3-24). The invisible layers remain unchanged.

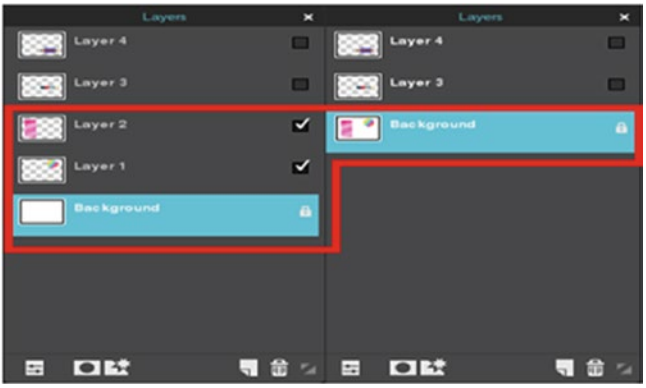

Figure 3-24. *Merge Visible combines the visible layers into one*

9. **Flatten Image**—Combines all of the image layers into one background layer with no transparency.
10. **Move Layer Up**—Moves the active layer up one level in the stacking order.
11. **Move Layer Down**—Moves the active layer down one level in the stacking order.
12. **Layer Styles**—Special effects that are applied to individual layers (Figure 3-25). You can apply one or more of the following effects:
    - Drop shadow
    - Inner shadow
    - Bevel
    - Outer glow
    - Inner glow

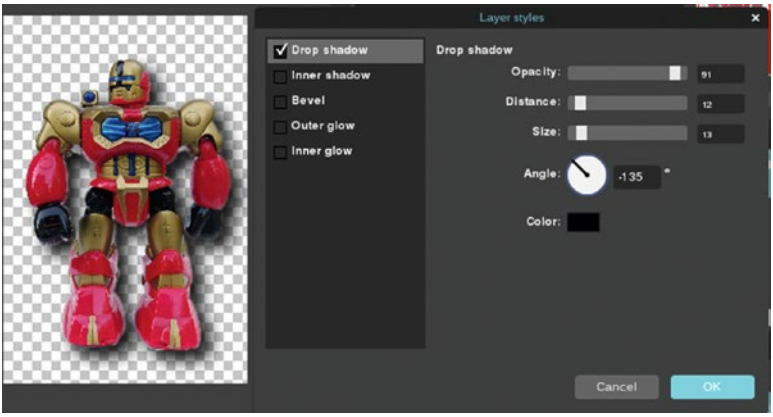

Figure 3-25. *Layer styles are special effects applied to individual layers*

13. **Rasterize Layer**—Coverts a vector-based text layer into a raster layer (Figure 3-26).

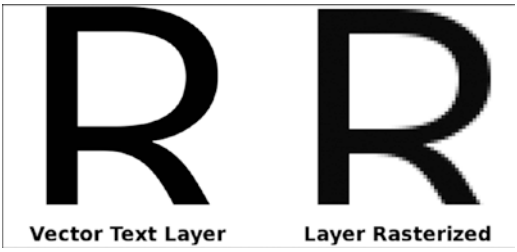

Figure 3-26. *A vector text layer converted into a raster layer*

14. **Add Layer Mask**—Adds a mask that hides the pixels of the active layer. Painting in the layer mask allows the user to reveal only selected portions of the image (Figure 3-27). By adjusting the opacity of the brush, the pixels can range from semi-transparent to fully opaque.

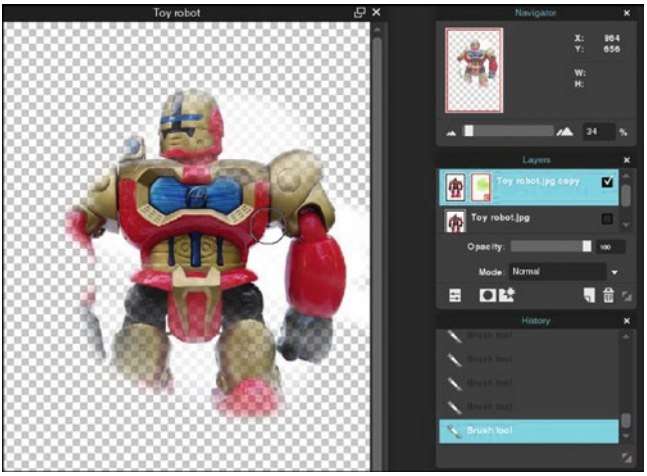

Figure 3-27. *A layer mask allows you to reveal selected parts of the image*

15. **Delete Layer Mask**—Removes the layer mask, reverting the layer to its original state.
16. **Apply Layer Mask**—Commits the changes made to the layer and removes the layer mask.
17. **Rotate Layer 180°**—Rotates the active layer 180 degrees (other layers remain unchanged).
18. **Rotate Layer 90° CW**—Rotates the active layer 90 degrees clockwise (the other layers remain unchanged).
19. **Rotate Layer 90° CCW**—Rotates the active layer 90 degrees counter-clockwise (the other layers remain unchanged).
20. **Flip Layer Vertical**—Flips the active layer vertically, reversing the layer's contents (the other layers remain unchanged).
21. **Flip Layer Horizontal**—Flips the active layer horizontally, reversing the layer's contents (the other layers remain unchanged).

The Adjustment Menu

The Adjustment menu hosts a number of functions for making tonal and color adjustments in the image (Figure 3-28).

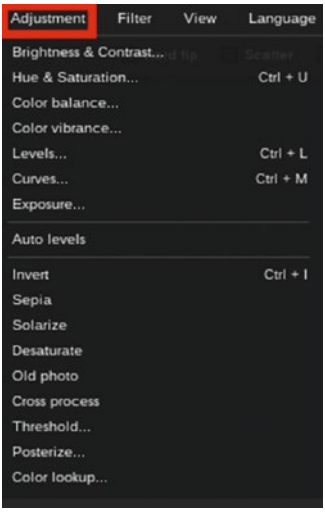

Figure 3-28. *The Adjustment menu*

Here's a look at the functions that are available from the Adjustment option:

1. **Brightness & Contrast** (no shortcut)—Opens a dialog box used for making adjustments in the brightness and/or contrast of an image (Figure 3-29). This is helpful for quickly boosting contrast in dull images.

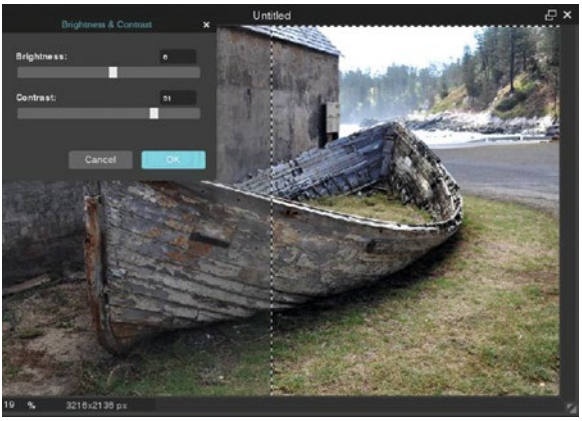

Figure 3-29. *The Brightness & Contrast dialog box helps improve dull images*

2. **Hue & Saturation** (Control+U)—Opens a dialog box used for making adjustments in the overall hues (color values), saturation (color intensity), and lightness of the image (Figure 3-30). Checking the Colorize option applies a monochromatic color tint to the image.

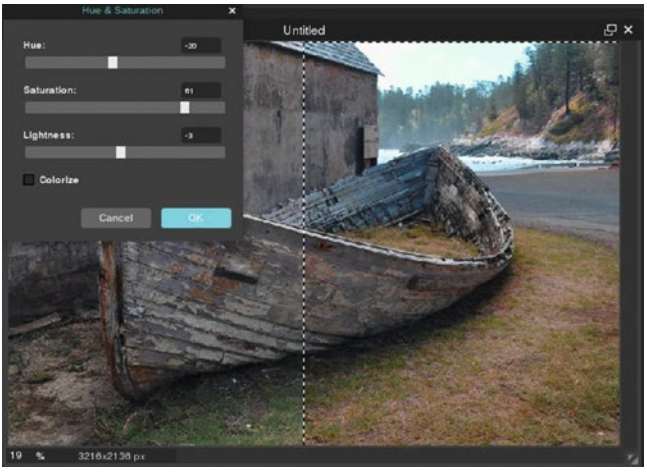

Figure 3-30. *The Hue & Saturation dialog box adjusts the hue, saturation, and lightness*

3. **Color Balance** (no shortcut)—Opens a dialog box used for correcting color imbalances. In the example shown (Figure 3-31), the image has a heavy magenta color cast. By increasing the green offset, the color cast is reduced.

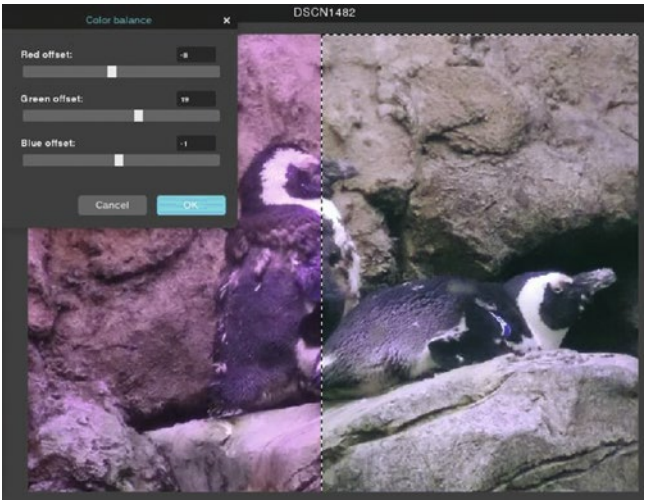

Figure 3-31. *The Color Balance dialog box helps improve images with color casts*

4. **Color Vibrance** (no shortcut)—Similar to saturation, this is used to increase color intensity. It's a good choice to use in images that contain skin tones because it maintains a natural look (Figure 3-32).

Figure 3-32. *The Color Vibrance dialog box boosts color intensity while maintaining natural skin tones*

5. **Levels** (Control+L)—This dialog box is used for making tonal adjustments in the highlights, midtones, and shadow ranges. It's an effective tool for improving contrast in dull images (Figure 3-33).

Figure 3-33. *The Levels dialog box is effective for making tonal corrections*

6. **Curves** (Control+M)—like Levels, this dialog box is also used for making tonal adjustments (Figure 3-34). However, it's a better choice when more precise control is required.

Figure 3-34. *The Curves dialog box is used when greater precision is required*

■ **Note** The Levels and Curves dialog boxes are both powerful and somewhat complex. They are covered at in greater depth in Chapter 5.

7. **Exposure (no shortcut)**—Makes quick corrections to images with exposure problems (Figure 3-35).

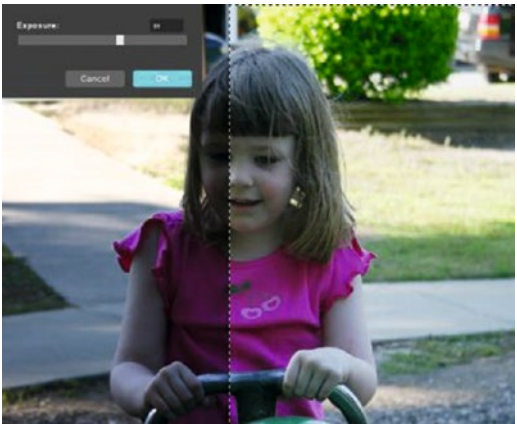

Figure 3-35. *The Exposure dialog box makes quick corrections to images with exposure problems*

8. **Auto Levels** (no shortcut)—Makes an automatic levels adjustment in one click (Figure 3-36).

Figure 3-36. *The Auto levels function works in one automatic operation*

9. **Invert** (Control+I)—Switches the colors and tonal values in the image to their opposites as they would appear in a photographic negative (Figure 3-37).

Figure 3-37. *The Invert function reverses the colors and tonal values*

10. **Sepia** (no shortcut)—Applies a sepia tone to the image (Figure 3-38).

Figure 3-38. *The Sepia function simulates sepia toning*

11. **Solarize** (no shortcut)—Mimics a photographic processing technique in which some of the image's colors and tonal values are inverted and some remain unchanged (Figure 3-39).

Figure 3-39. *Solarize inverts some of the colors and tonal values*

12. **Desaturate** (no shortcut)—Removes all of the colors from the image, leaving only the black, white, and gray values (Figure 3-40).

Figure 3-40. *Desaturate removes the colors, leaving only black, white, and gray values*

13. **Old Photo** (no shortcut)—Gives the image an appearance of an aged photograph (Figure 3-41).

Figure 3-41. *Old Photo gives the image an aged appearance*

14. **Cross Process** (no shortcut)—Mimics the technique of purposely processing one film type using a photographic chemical intended for another film type. (Figure 3-42).

Figure 3-42. *Cross processing is mimicked in this image*

15. **Threshold** (no shortcut)—Converts the image to pure black and white pixels (Figure 3-43). The slider in the dialog box adjusts the range of black/white pixels.

Figure 3-43. *Threshold converts the image to black and white pixels*

16. **Posterize** (no shortcut)—Eliminates the continuous gradation of tone for a stylized artistic effect (Figure 3-44). The strength of the effect is controlled by the slider in the dialog box.

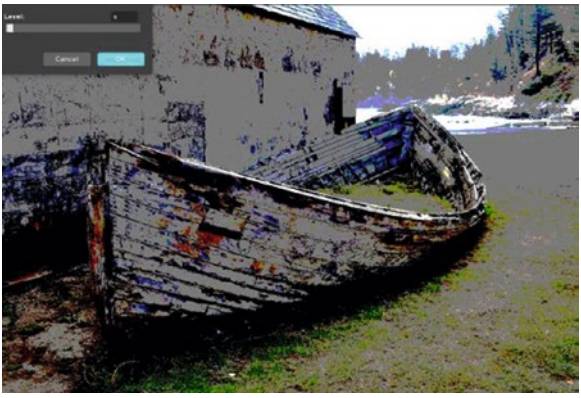

Figure 3-44. *Posterize creates a stylized effect*

17. **Color Lookup** (no shortcut)—Maps the color and tonal values from a gradient to the image (Figure 3-45). The color stops in the Gradient dialog box can be adjusted by using the sliders.

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*