

Color Replace Tool (No Shortcut)

The Color Replace tool is used to quickly change an area of the image from one color to another (Figure 2-20). This tool only works on RGB images with color, not grayscale images.

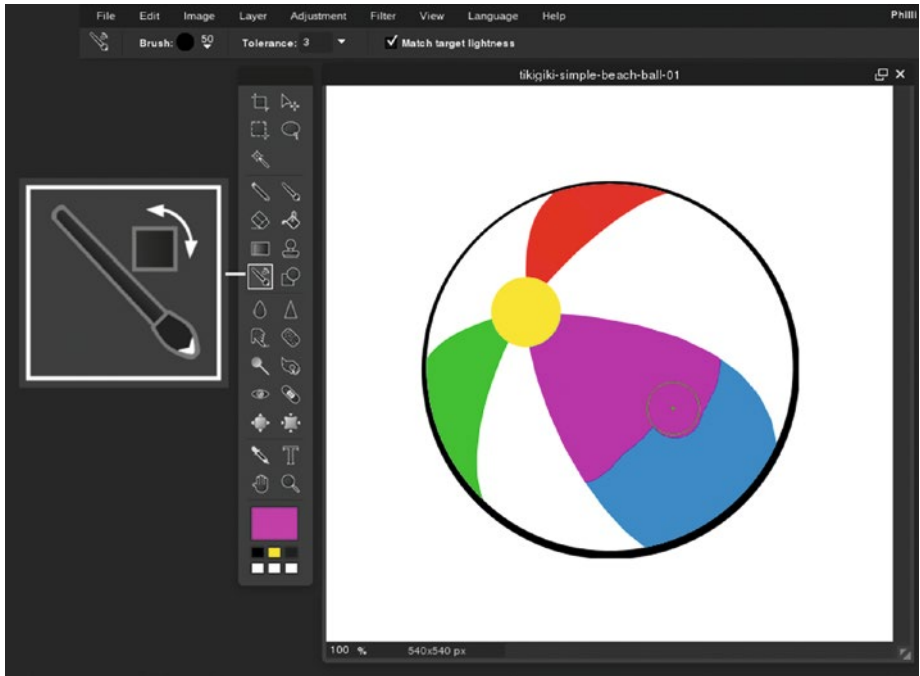


Figure 2-20. Using the Color Replace tool

Additional Options

The Color Replace tool has several settings, which can be found in the Additional Options dialog box (located under the menu bar):

- **Brush**—Opens the Brush Preset dialog box.
- **Tolerance**—Adjusts the range of color and tone the tool replaces. The higher the number, the wider the range of color the tool replaces.

- *Match Target Lightness*—Matches the lightness value of the selected target color (Figure 2-21). When unchecked, the lightness value of the underlying color is matched.

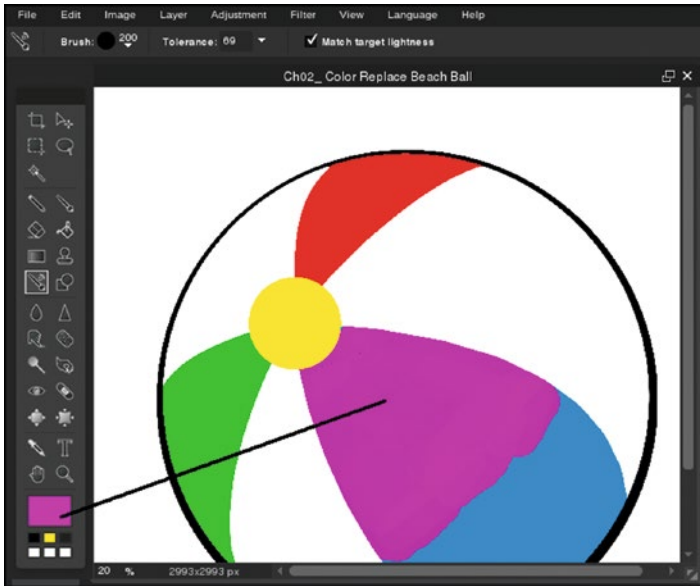


Figure 2-21. The Match Target Lightness option matches the lightness value of the selected target color

Draw Tool (No Shortcut)

The Draw tool is used for creating basic shapes (Figure 2-22). The Draw tool can be used to create simple illustrations.

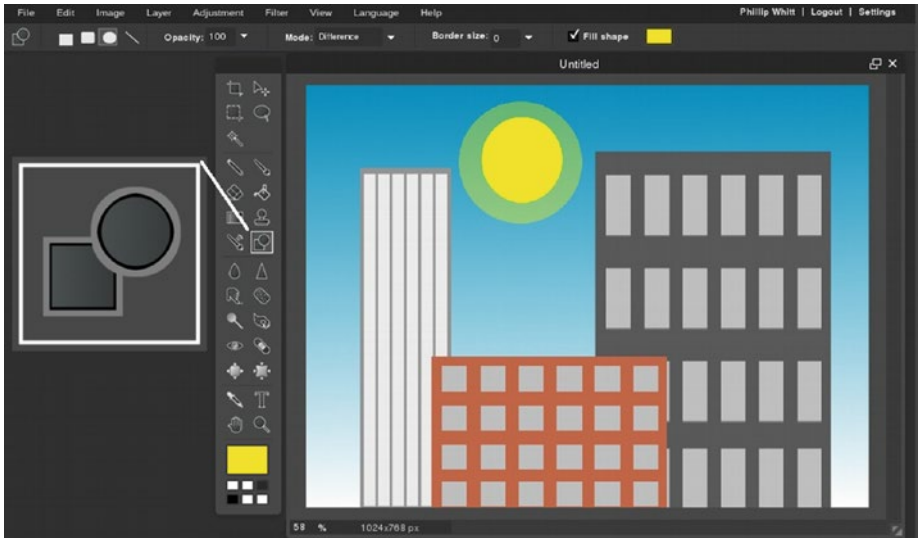


Figure 2-22. An illustration created using the Draw tool

Additional Options

The Draw tool has several settings, which can be found in the Additional Options dialog box (located under the menu bar):

- *Shapes*—Includes rectangle, rounded rectangle, ellipse, and line.
- *Opacity*—Controls how opaque or transparent the filled area is.
- *Mode*—Offers a choice blend modes, which create a variety of color effects.
- *Border Size*—Controls the size of the border around the shape (setting the option to zero adds no border).
- *Fill Shape*—Fills the shape with color when the option is checked (click the small rectangle to the right to access the Color Selector).

Blur Tool (R)

The Blur tool is used to soften image data in local areas (Figure 2-23).



Figure 2-23. Using the Blur tool to soften image data

This tool can be used to reduce the harshness of hard edges, eliminate small specks of dust on old photos, and for portrait touch-up work (to soften skin and blemishes).

Additional Options

The Blur tool has two settings, which can be found in the Additional Options dialog box (located under the menu bar):

- *Brush*—Opens the Brush Preset dialog box.
- *Strength*—Controls how strong the blurring effect is.

Sharpen Tool (Y)

The Sharpen tool is used to increase the apparent sharpness of image data in local areas (Figure 2-24). This tool can be used to make local areas of an image appear to be a bit more in focus.

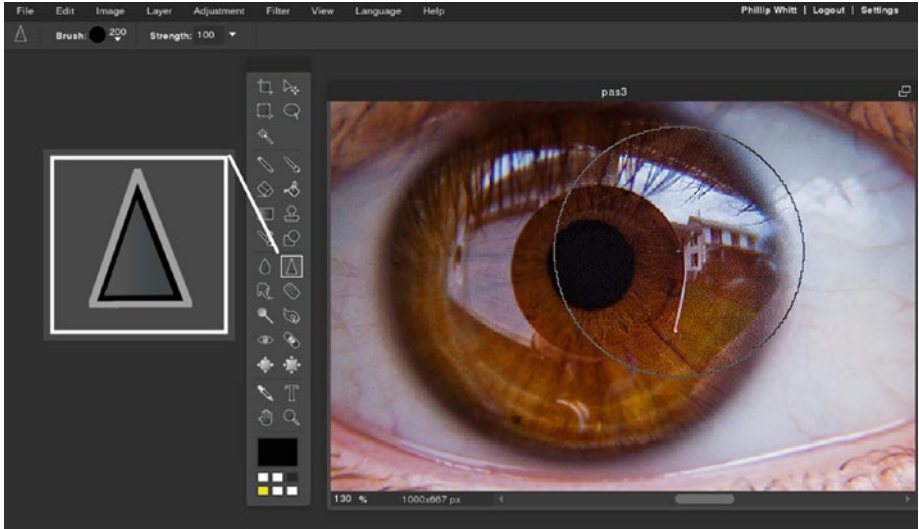


Figure 2-24. Using the Sharpen tool to increase image data sharpness

Additional Options

The Sharpen tool has two settings, which can be found in the Additional Options dialog box (located under the menu bar):

- *Brush*—Opens the Brush Preset dialog box.
- *Strength*—Controls how strong the sharpening effect is.

Smudge Tool (U)

The Smudge tool is used to create a smeared effect (Figure 2-25). The effect is similar to that of running a finger through wet paint. This tool can be used to create a motion effect and is also used in portrait touch-up.

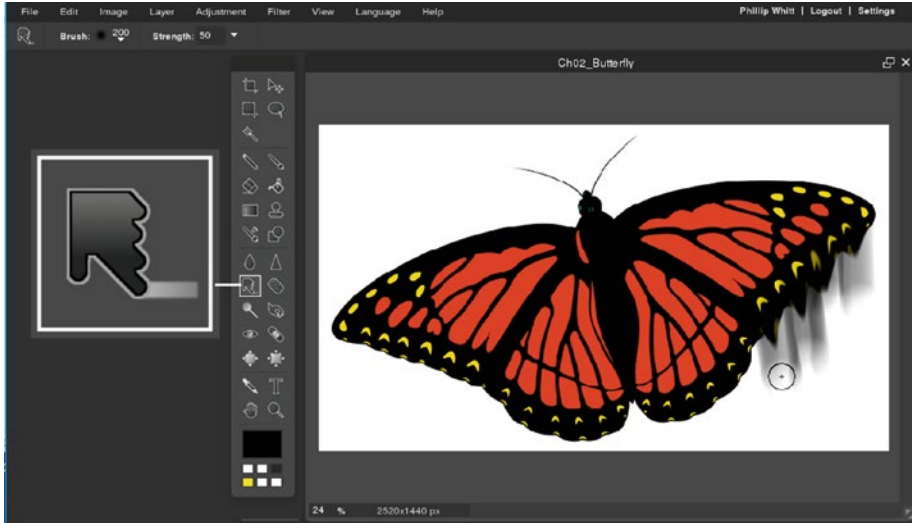


Figure 2-25. Using the Smudge tool to create a smeared effect

Additional Options

The Smudge tool has two settings, which can be found in the Additional Options dialog box (located under the menu bar):

- *Brush*—Opens the Brush Preset dialog box.
- *Strength*—Controls how strong the smudge effect is.

Sponge Tool (P)

The Sponge tool is used to increase or decrease color saturation in local areas. The left side shows color desaturation (reduced color intensity), while the right shows increased color saturation (intensity) (Figure 2-26). This tool can be useful when retouching old color photographs with uneven color fading.

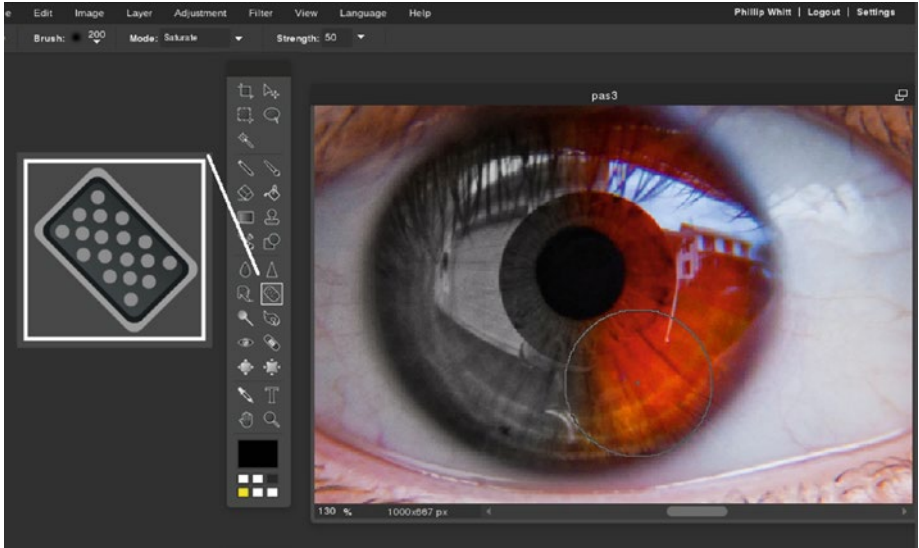


Figure 2-26. The Sponge tool increases or decreases color saturation in local (specific) areas of the image

Additional Options

The Sponge tool has three settings, which can be found in the Additional Options dialog box (located under the menu bar):

- *Brush*—Opens the Brush Preset dialog box.
- *Saturate/Desaturate*—Increases or decreases color intensity.
- *Strength*—Controls how strong the effect is.

Dodge Tool (O)

The Dodge tool is used to lighten local areas in an image. This tool can be useful in correcting under exposure in specific areas of an image and to reveal detail lost in dark shadows (Figure 2-27).

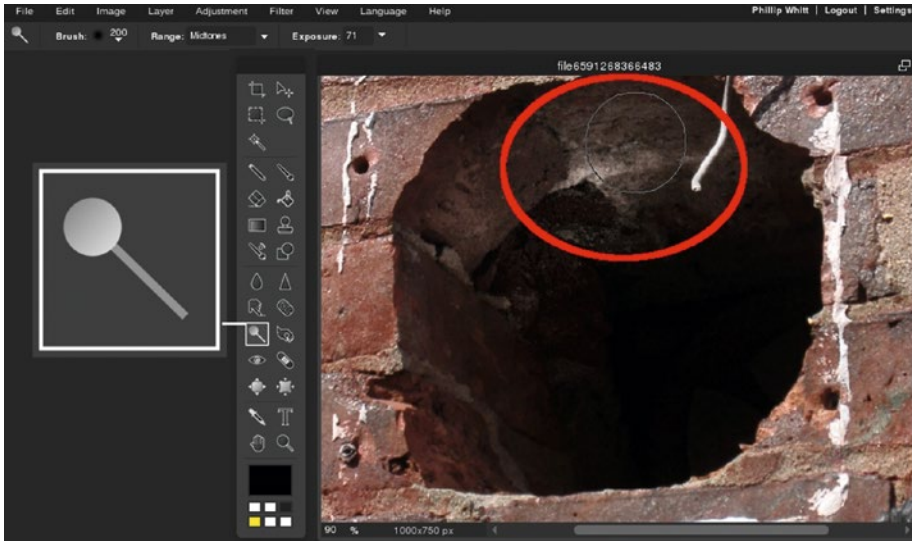


Figure 2-27. The Dodge tool lightens local areas in an image

Additional Options

The Dodge tool has three settings, which can be found in the Additional Options dialog box (located under the menu bar):

- *Brush*—Opens the Brush Preset dialog box.
- *Shadows/Midtones/Highlights*—Selects which tonal values to apply the Dodge tool. To lighten a dark area in an image, the Shadows option is selected, for the middle range the Mid-tones is selected, and for the lightest areas the Highlights is selected.
- *Exposure*—Controls how strong the lightening effect is.

Burn Tool (N)

The Burn tool is used to darken local areas (Figure 2-28). This tool can be useful for making corrections in local areas of images that are overexposed.

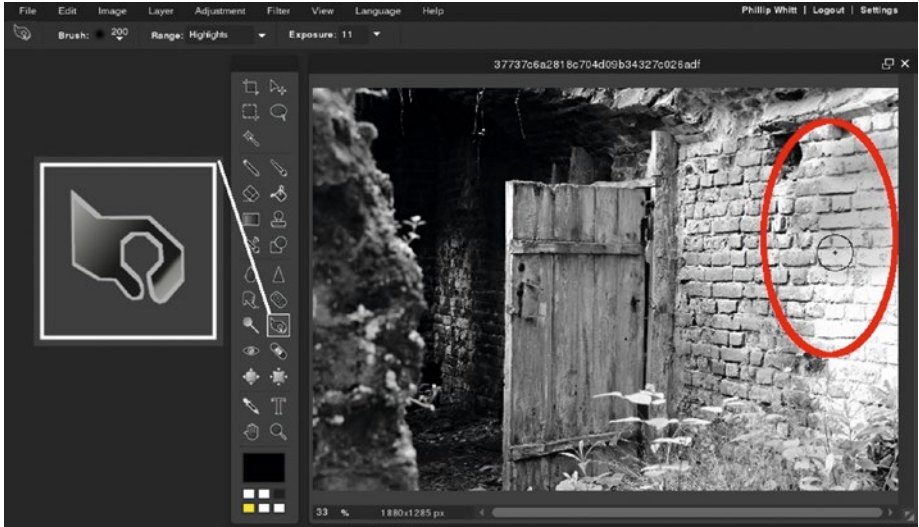


Figure 2-28. The Burn tool darkens local areas in an image

Additional Options

The Burn tool has three settings, which can be found in the Additional Options dialog box (located under the menu bar):

- *Brush*—Opens the Brush Preset dialog box.
- *Shadows/Midtones/Highlights*—Like the Dodge tool, this option selects which tonal values to apply to the Burn tool.
- *Exposure*—Controls how strong the darkening effect is.

Red Eye Reduction Tool (No Shortcut)

The Red Eye Reduction tool is used to correct the red eye effect that's caused by light from the camera's flash reflecting off the retina of the eyes (Figure 2-29).



Figure 2-29. The Red Eye Reduction tool corrects red eye caused by the camera's flash

Additional Options

The Red Eye Reduction tool has one setting, which can be found in the Additional Options dialog box (located under the menu bar):

- **Tolerance**—Controls the range of pixels the effect is applied to (this option has a range from 0-100, and is set to 50 by default).

Spot Heal (No Shortcut)

The Spot Heal tool is used primarily to remove facial blemishes (Figure 2-30). It's similar to the Clone Stamp tool, but instead of copying image data exactly, it calculates the surrounding tone, color, and texture to blend the effect in seamlessly. This is a valuable tool for portrait retouching.

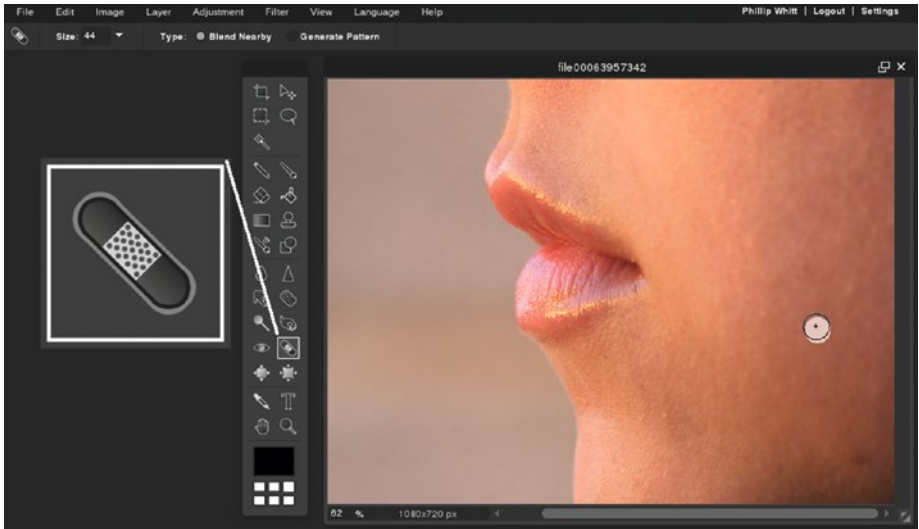


Figure 2-30. The Spot Heal tool removes blemishes

Additional Options

The Spot Heal tool has two settings, which can be found in the Additional Options dialog box (located under the menu bar):

- *Size*—Controls the brush diameter, which ranges from 10-200 pixels.
- *Type*—Determines the tool effects (Blend Nearby samples the surrounding color, texture, and tone; Generate Pattern creates a pattern of digital noise).

Bloat Tool (A)

The Bloat tool is used to enlarge areas of an image (Figure 2-31).

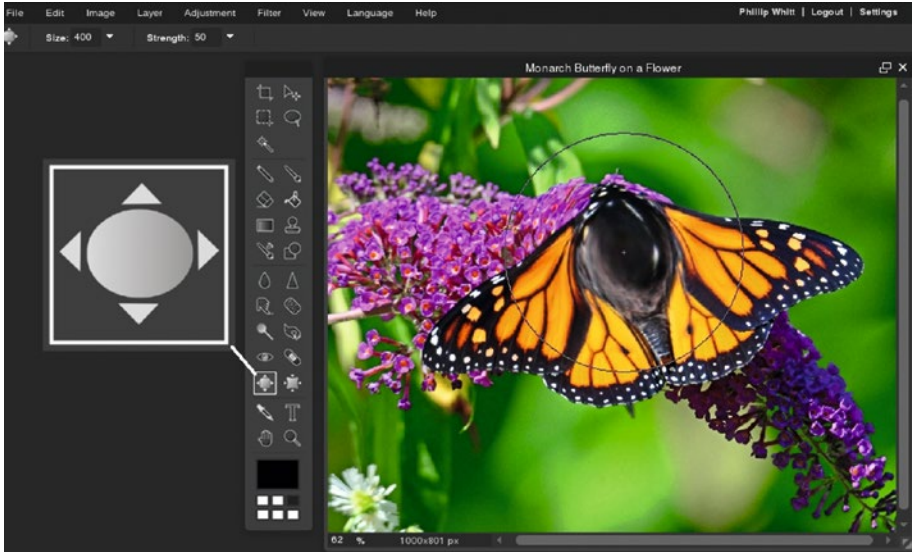


Figure 2-31. The Bloat tool is used to enlarge portions of an image

Additional Options

The Bloat tool has two settings, which can be found in the Additional Options dialog box (located under the menu bar):

- *Size*—Controls the brush diameter, which ranges from 4-400 pixels.
- *Strength*—Controls how strong the effect is.

Pinch Tool (K)

The Pinch tool is used to distort areas of the image, producing the effect of converging image data to a central point (Figure 2-32).



Figure 2-32. The Pinch tool producing an effect of converging image data to a central point

Additional Options

The Pinch tool has two settings, which can be found in the Additional Options dialog box (located under the menu bar):

- **Size**—Controls the brush diameter, which ranges from 4-400 pixels.
- **Strength**—Controls how strong the effect is.

Colorpicker Tool (I)

The Colorpicker tool is used to sample color from an area (or areas) of the image (Figure 2-33). The color information is stored in the Set Main Color tool (we'll look closer at that a little later).

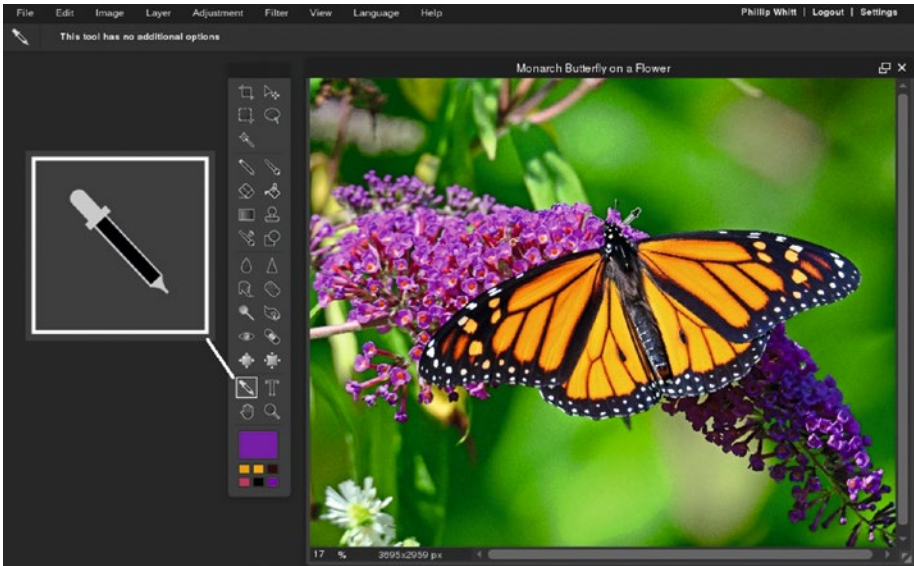


Figure 2-33. *The Colorpicker tool is used to sample color*

Additional Options

None

Type Tool (T)

The Type tool is used to add text to an image (Figure 2-34). The text is placed on its own layer, rather than directly on the image.



Figure 2-34. The Type tool is used to place text over an image

Additional Options

Clicking on the Type tool icon prompts a dialog box, which offers the following options:

- *Font*—The typeface style you want for the text.
- *Size*—Controls the size of the text measured in pixels. The sizes range from 5-130.
- *Style*—Offers text choices of Regular, Bold, Italic, and Bold/Italic.
- *Color*—Prompts the Color Selector to give your text the color of your choice.
- *Aligned*—Provides left, center, or right alignment for the text.

Hand Tool (H)

The Hand tool is used to move the image when it's at high magnification (Figure 2-35). When the tool is active, it's used by clicking and dragging the image to the area you want to view.

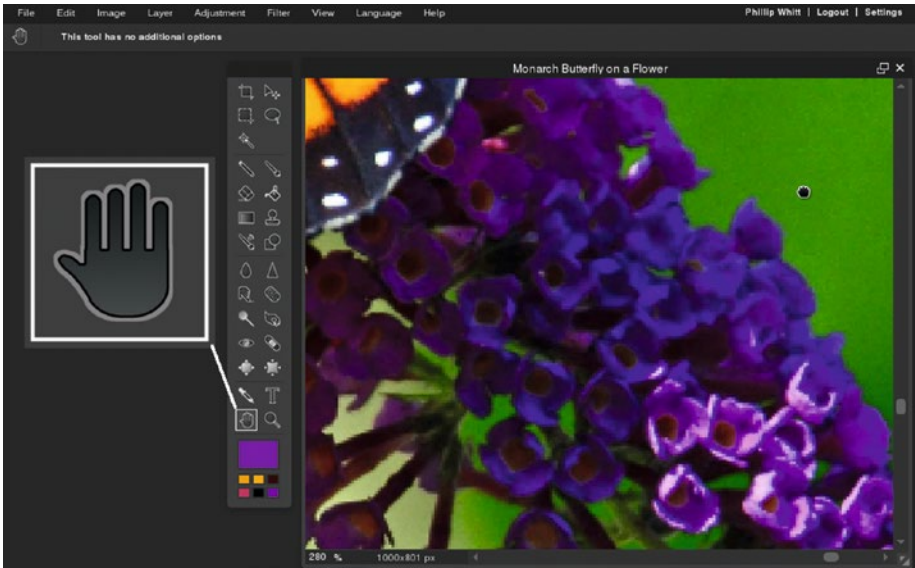


Figure 2-35. The Pan tool is used to move the image while at high magnification

Additional Options

None

Zoom Tool (Z)

The Zoom tool is used to magnify the image when close examination is necessary (Figure 2-36). This tool can be used by clicking in the image to zoom in, or clicking and dragging around a specific area, then releasing the mouse button. To zoom out, hold the Shift key and click. The Zoom tool's maximum magnification is 800%.

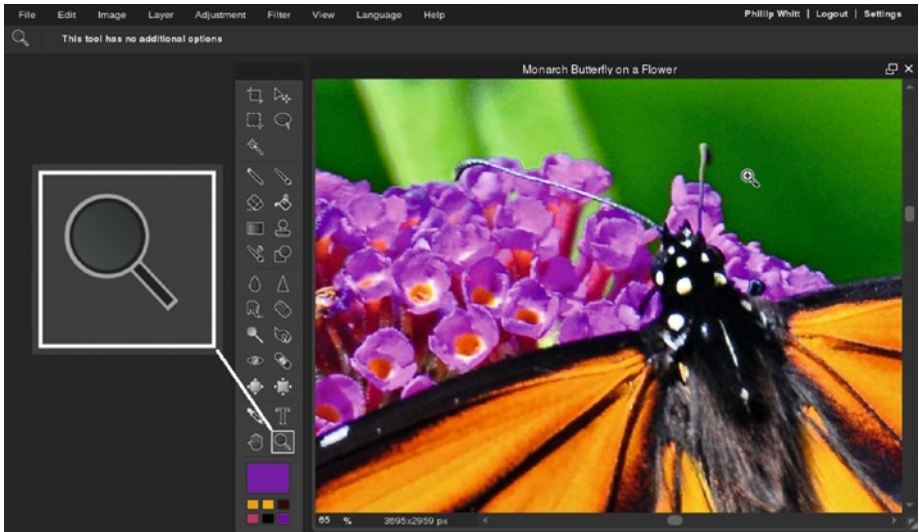


Figure 2-36. The Zoom tool is used to magnify the image

Additional Options

None

Set Main Color (No Shortcut)

This feature is used to set the main color (represented by the large swatch) to your choosing. The smaller swatches can contain custom colors. Clicking the swatch prompts the Color Selector dialog box, allowing you to move the circles and/or the sliders to achieve the color you want (Figure 2-37).

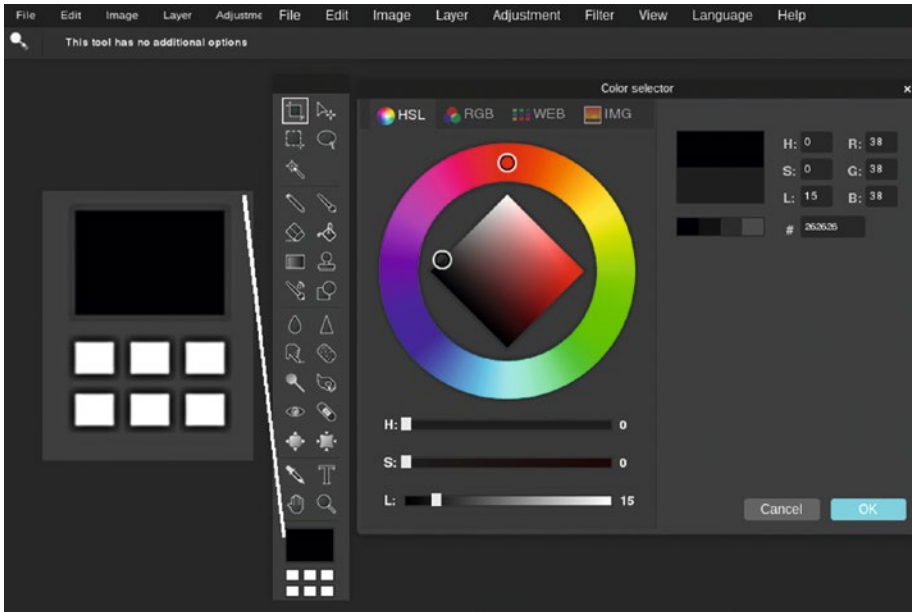


Figure 2-37. The Color Selector dialog box

By default, the Color Selector dialog box is set to the HSL (hue, saturation, and lightness) model. The outer ring represents all of the hue values, and the diamond shaped box represents the lightness value of the hue.

The other modes are:

- **RGB**—Based on red, green, and blue light generated by the computer's monitor. Various amounts of each light achieve certain colors. 100% of red, green, and blue light results in white, 0% of each results in black.
- **Web**—Used to select web-friendly colors.
- **IMG**—Essentially a palette of hexadecimal color swatches.

Summary

In this chapter, you were introduced to the tools that are used in editing images. To become better acquainted with these tools (primarily for those new to image editing), you should try each tool out on the practice image and instructions supplied in the *Tools Tryout Guide and Practice Images* folder, which can be obtained from the Source Code/Downloads tab from this Apress page: <http://www.apress.com/9781484226971>.

The next chapter covers the functions in the Pixlr Editor menu bar.