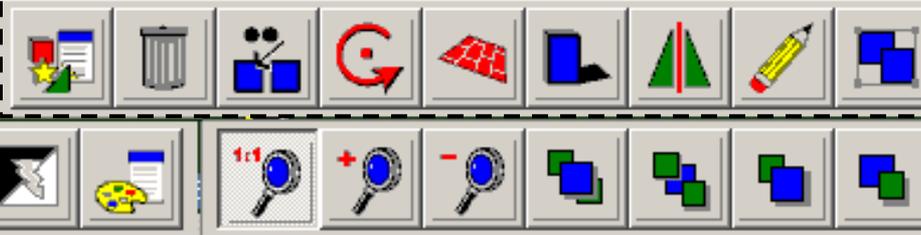


Main Toolbar



Object Toolbar



Link Toolbar



MAIN TOOLBAR



Acquire - This allows a background image to be acquired from either a scanner or a digital camera. Since these devices use their own software, you should refer to their manuals for instructions.



New - Open a new blank document



Open - This will open a background image file which is stored on your hard drive or on a floppy disk. More than one background image may be open at once.



Save - This saves the current image (file) to either your hard drive or a floppy disk.



Print - Send current project to the printer

OBJECT TOOLBAR



Delete - This is used to delete selected areas or objects.



Object Library - Access the contents of the object library.



Erase - This is used to “erase” unwanted areas from textures or objects.



Replicate - This will make a copy of the active object and keep same properties.



Flip Horizontal - This will horizontally flip an active object on the screen.



Warp - This tool will give the illusion of 3D to the active object.



Rotate - This is used to rotate an active object on its axis.



Shadow - Create the appearance of a shadow by inserting a transparent replica of the object.



Group - This will group selected objects or textures.

LINK TOOLBAR



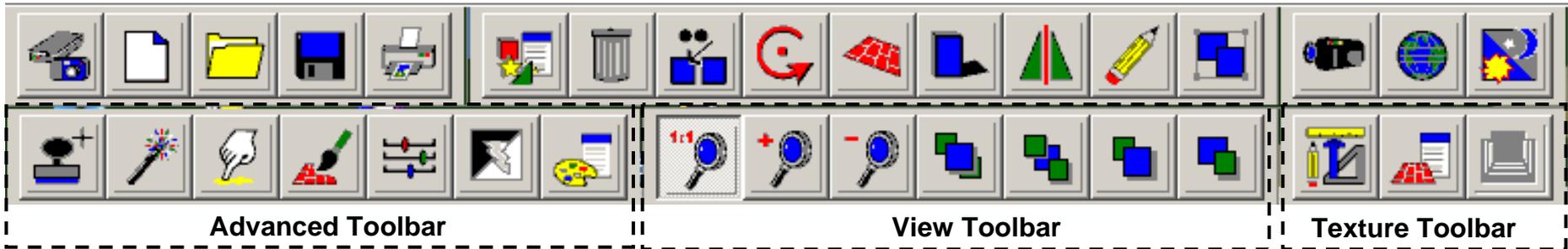
Web Link - This will present a list of important places on the web for you to access.



Help Movies - When you click the Help Icon your cursor will change to an arrow with a question mark next to it. Place the question mark over the icon or menu item that you would like to see a movie about, and click.



Open/Hide Lighting Toolbar - This will open or hide the lighting toolbar.



ADVANCED TOOLBAR

 **Clone Texture** - This enables you to copy a desirable area of your background over an undesirable area of your background.

 **Magic Wand** - Used for editing your own library images.

 **Smudge** - Takes the sharp edges off objects.

 **Paint** - Allows you to paint with a selected texture.

 **Adjust Colors** - Allows you to adjust the Red, green, and blue color content of your background image or a selected object or texture.

 **Color Levels** - Allows you to adjust the contrast, intensity, and gamma content of your background image or a selected object or texture.

 **Colorize** - Allows you to change the color and brightness of a selected object or texture.

VIEW TOOLBAR

 **Zoom 1:1** - Brings the view back to 100%

 **Zoom In** - Will zoom in on the background image

 **Zoom Out** - Will zoom out from current view.

 **Send to Front** - Brings the selected object or texture up to the top layer.

 **Send to back** - Bring the selected object or texture down to the bottom layer.

 **One layer up** - Brings the selected object or texture up one layer at a time.

 **One Layer Down** - Brings the selected object or texture down one layer at a time.

TEXTURE TOOLBAR

 **Outline Area** - This presents you with a set of tools used to outline an area to be filled with a texture. (See the Area movie for descriptions of the tools in the Area toolbox.)

 **Texture Library** - Access the contents of the texture library.

 **Change Perspective** - Access the Library Perspective Menu.