



BITMAP MAGIC For Flexi 7.0 and PhotoPRINT 2.6 PART I

*So you want to make a few basic changes to a bitmap...
But you don't want or need to use the PhotoShop behemoth?
Here are a few bitmap magic tricks you can do quite simply:*

Shape Mask A Bitmap: You have a bitmap, but you don't want the ugly white "block" around your image, on top of your nice design...Let's use *C:\Programs\Flexi7\Samples\Lessons\Turtle.TIFF* as an example

- ⚡ Create your design and background
- ⚡ Import or Acquire a bitmap – remember that the image quality and resolution matter...Garbage in = Garbage out.
- ⚡ Click to place the image where desired on the design

Figure 1

- ⚡ Select BITMAP ... BITMAP EDIT TOOL BAR
- ⚡ Click to choose the MAGIC WAND tool
- ⚡ Click on the unwanted area of "sky" (hold SHIFT to grab multiple unwanted areas)

Figure 2

- ⚡ Select EDIT ... SELECT ... INVERT SELECT to choose all of the area except the unwanted area(s)
- ⚡ Select BITMAP ... CONVERT MARQUEE TO SHAPE and a solid shape will appear on top of the desired area

Figure 3

- ⚡ Click to select the new shape AND hold SHIFT and click to select the BITMAP also
- ⚡ Select ARRANGE ... MASK ... MAKE MASK

Figure 4

Our sample Turtle will now be shaped to the custom shape, allowing any background we made to show !

Figure 1



Figure 2

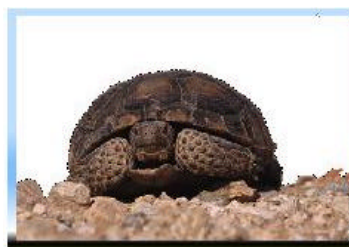


Figure 3



Figure 4

