



Malarstwo cyfrowe

cz. 2

Ewa Matusiak

Instytut Informatyki Stosowanej

Politechniki Łódzkiej

2016/2017

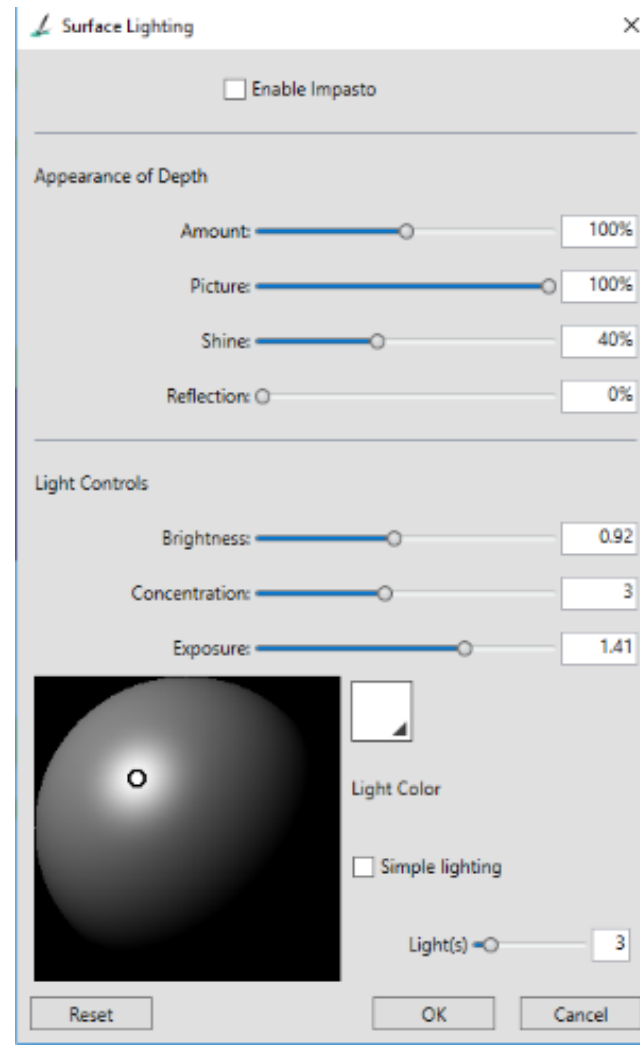
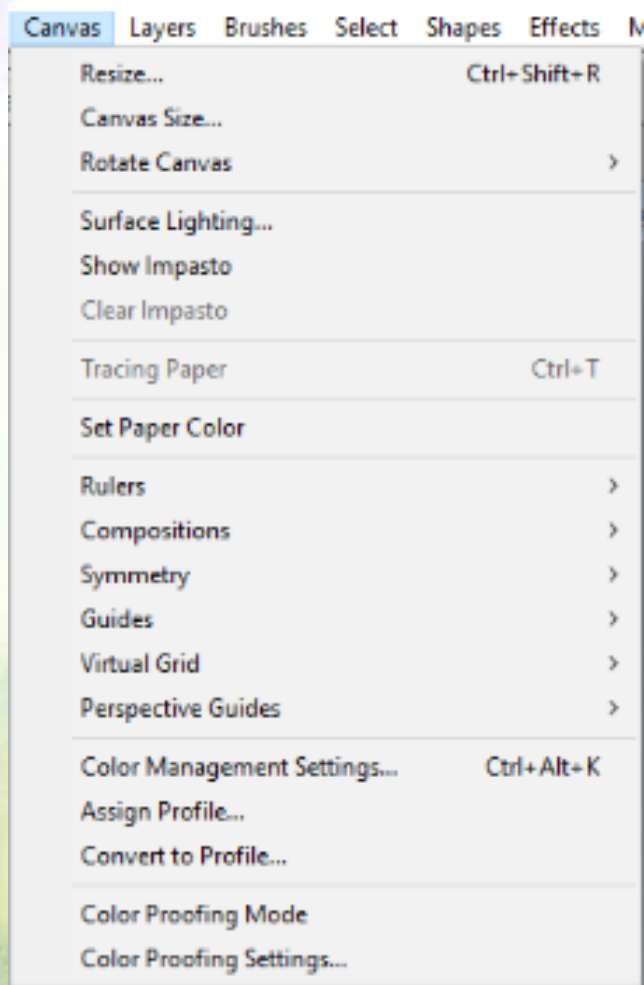
Pasek Menu

- Edit

Edit	Canvas	Layers	Brushes	Select	Sha
Undo Layer Move				Ctrl+Z	
Can't Redo				Ctrl+Y	
Fade...				Ctrl+Shift+F	
Cut				Ctrl+X	
Copy				Ctrl+C	
Copy Merged				Ctrl+Alt+C	
Paste				Ctrl+Shift+V	
Paste In Place				Ctrl+V	
Paste In New Image					
Clear					
Fill...				Ctrl+F	
Free Transform				Ctrl+Alt+T	
Transform					>
Flip Horizontal					
Flip Vertical					
Preferences					>

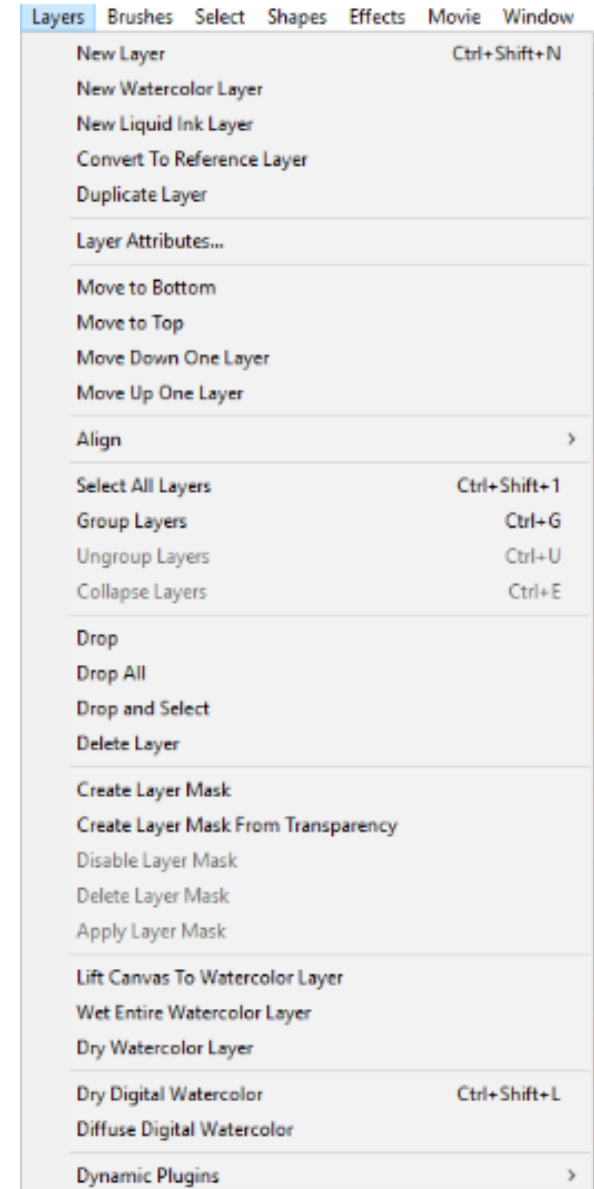
Pasek Menu

- Canvas
 - Surface Lighting – Oświetlenie powierzchni



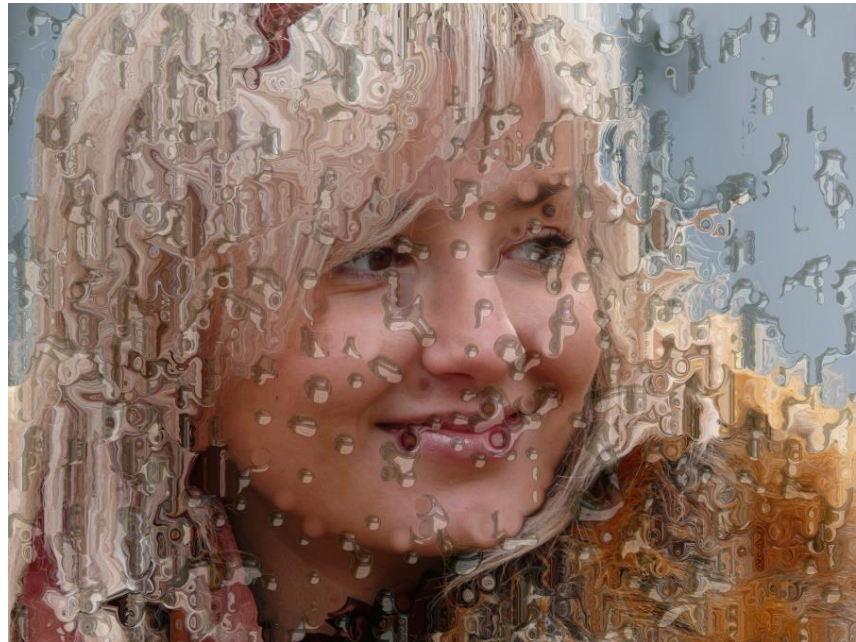
Pasek Menu

- Layers
 - Dynamic Plugins – Dynamiczne pluginy (warstwy, wtyczki)
 - Bevel World – Faseta (dla Kształtów)
 - Brightness and Contrast – Jasność i Kontrast
 - Burn – Płomień (dla Kształtów)
 - Equalize – Korekcja
 - Glass Distortion – Szklane zniekształcenie
 - Kaleidoscope – Kalejdoskop
 - Liquid Lens – Ciekły obiektyw
 - Liquid Metal – Ciekły metal
 - Posterize – Posteryzacja
 - Tear – Łza (dla Kształtów)



- Layers
 - Brushes
 - Select
 - Shapes
 - Effects
 - Movie
 - Window
-
- New Layer Ctrl+Shift+N
 - New Watercolor Layer
 - New Liquid Ink Layer
 - Convert To Reference Layer
 - Duplicate Layer
-
- Layer Attributes...
-
- Move to Bottom
 - Move to Top
 - Move Down One Layer
 - Move Up One Layer
-
- Align >
-
- Select All Layers Ctrl+Shift+1
 - Group Layers Ctrl+G
 - Ungroup Layers Ctrl+U
 - Collapse Layers Ctrl+E
-
- Drop
 - Drop All
 - Drop and Select
 - Delete Layer
-
- Create Layer Mask
 - Create Layer Mask From Transparency
 - Disable Layer Mask
 - Delete Layer Mask
 - Apply Layer Mask
-
- Lift Canvas To Watercolor Layer
 - Wet Entire Watercolor Layer
 - Dry Watercolor Layer
-
- Dry Digital Watercolor Ctrl+Shift+L
 - Diffuse Digital Watercolor
-
- Dynamic Plugins >**

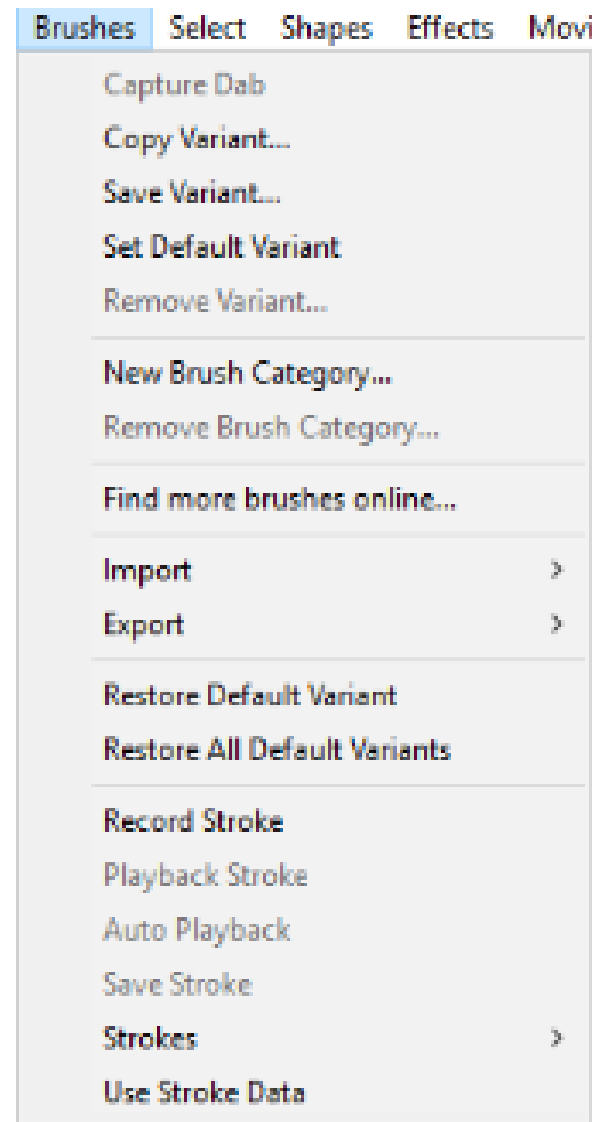
- Bevel World
- Brightness and Contrast
- Burn
- Equalize
- Glass Distortion
- Kaleidoscope
- Liquid Lens**
- Liquid Metal
- Posterize
- Tear



Pasek Menu

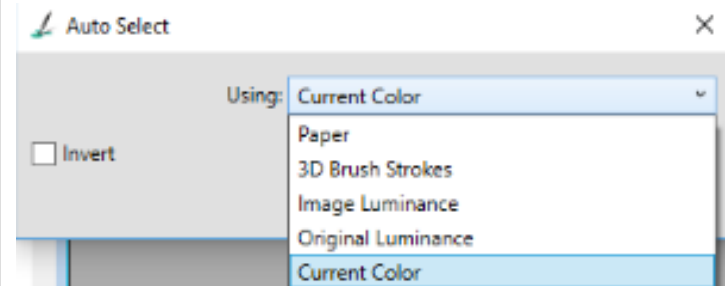
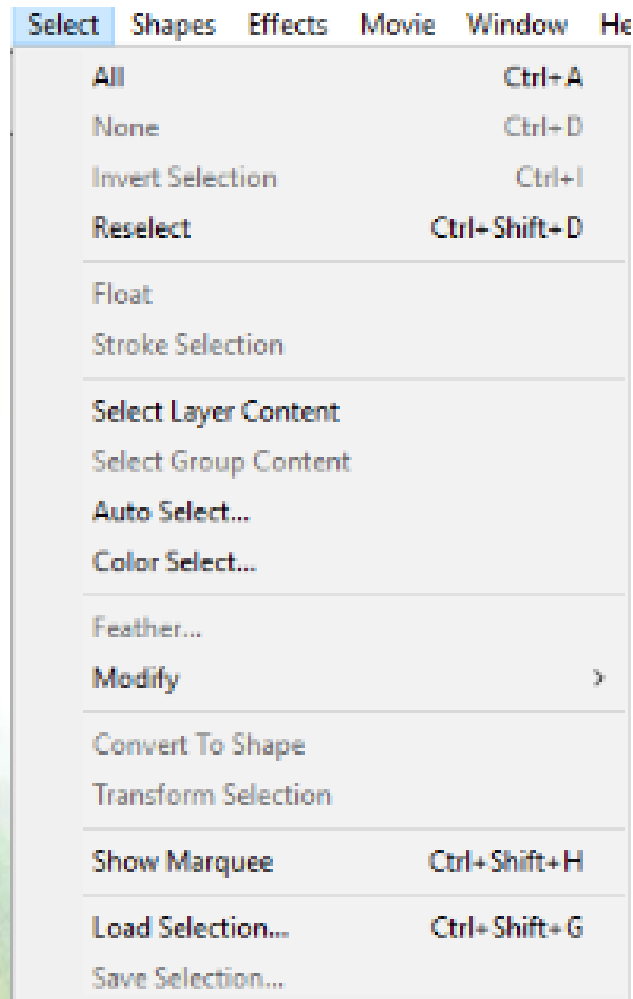
- Brushes

- Capture Dab – Przechwyć muśnięcie
 - Przechwycenie zaznaczonego pociągnięcia pędzla na canvas
- Restore Default – przywróć domyślne
- Stroke Selection – obwiedź selekcję



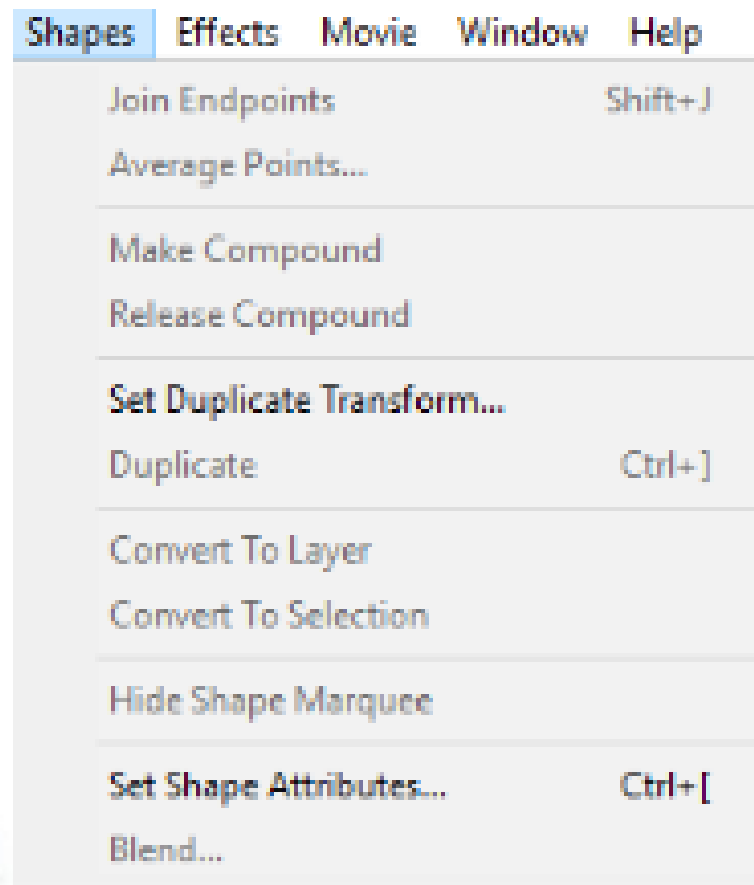
Pasek Menu

- Select



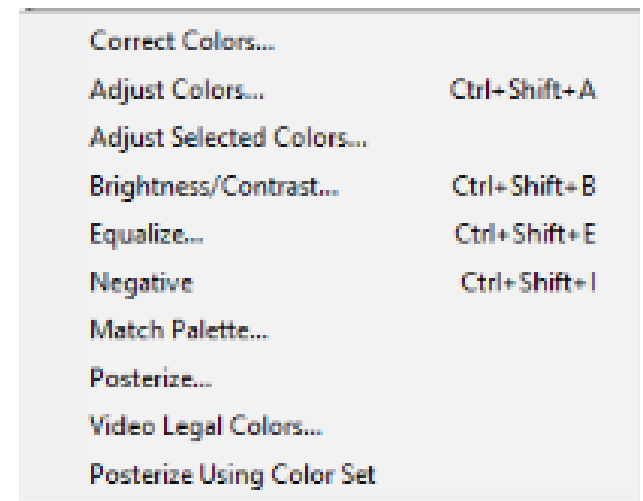
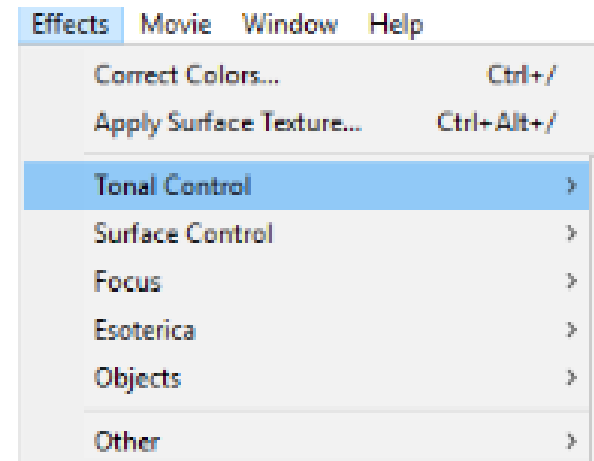
Pasek Menu

- Shapes



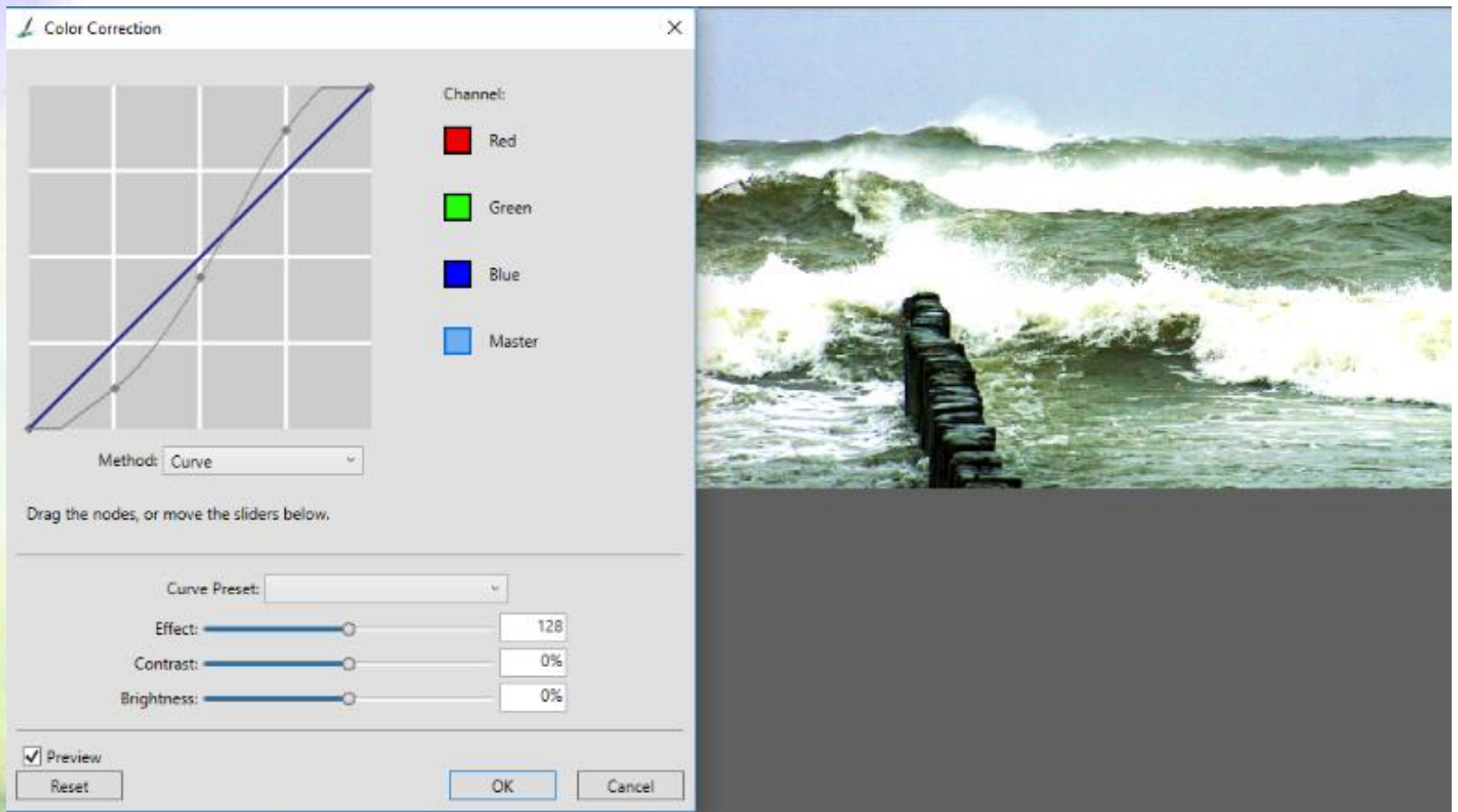
Pasek Menu

- Effects
 - Tonal Control
 - Correct Colors – Korekta kolorów
 - Adjust Colors – Dostosuj kolory
 - Adjust Selected Colors
 - Brightness/Contrast
 - Equalize – Korekcja światła i cieni
 - Negative
 - Match Palette – Dopasowania
 - Posterize
 - Video Legal Colors... - Dopuszczalne kolory
 - Posterize Using Color Set



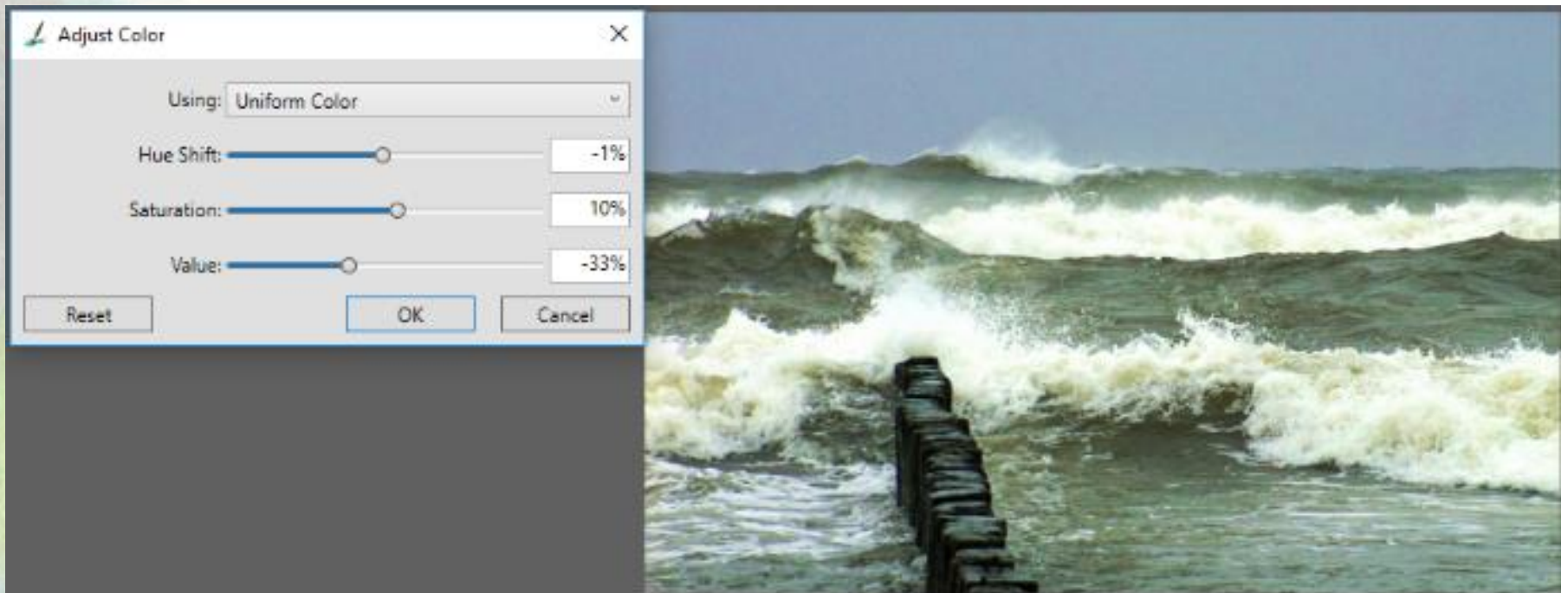
Pasek Menu

- Effect
 - Tonal Control – Correct Colors – Korekta kolorów



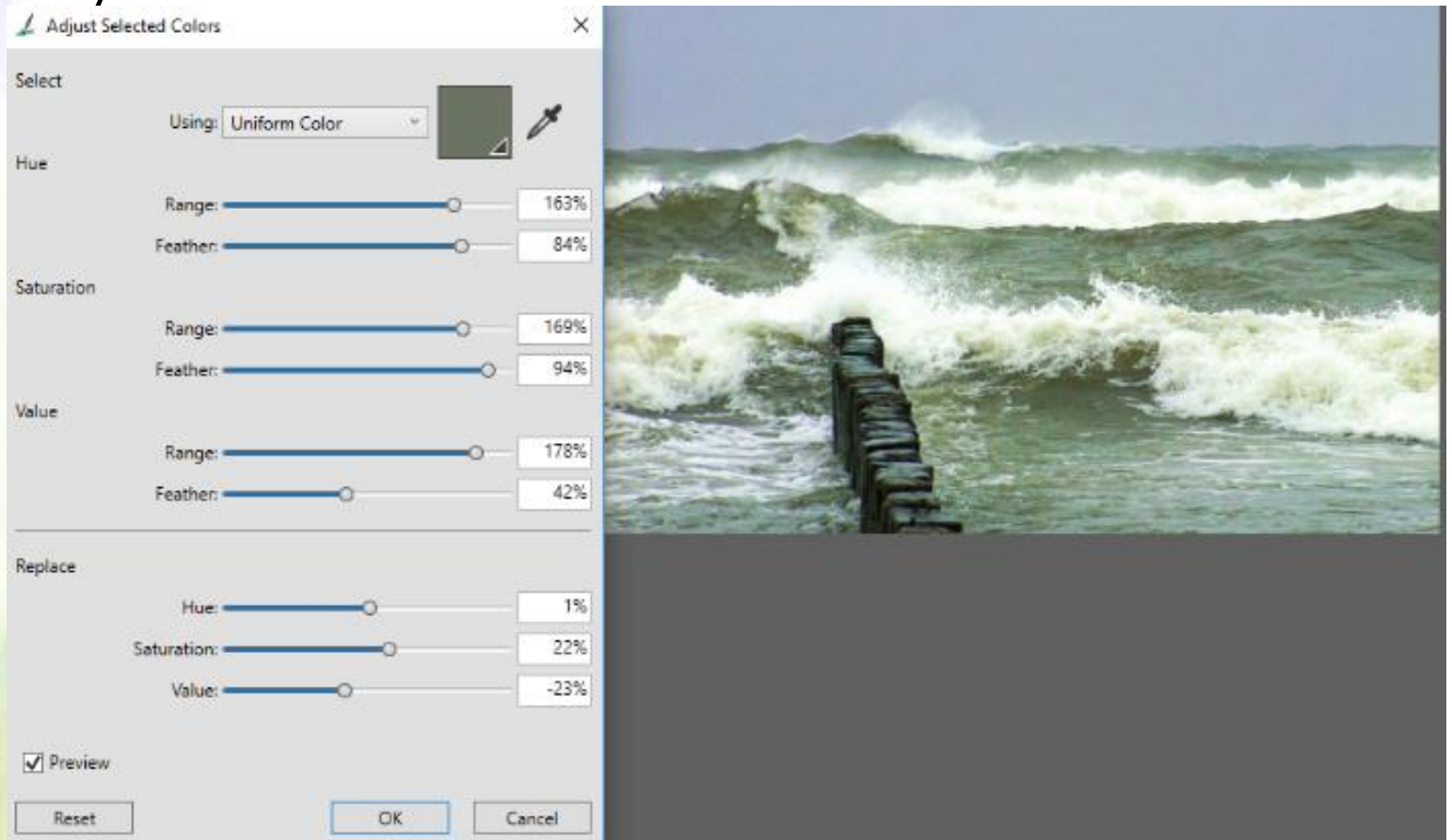
Pasek Menu

- Effect
 - Tonal Control – Adjust Colors – Dostosuj kolory



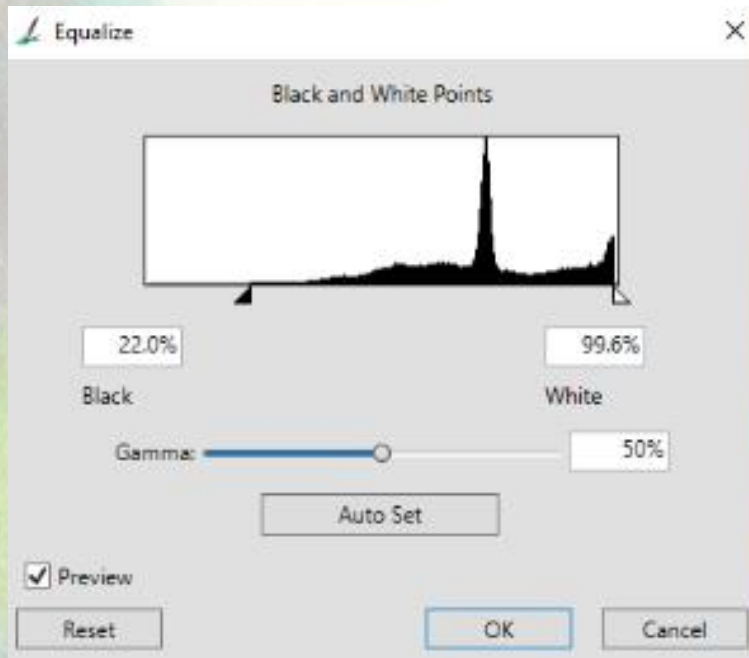
Pasek Menu

- Effect
 - Tonal Control – Adjust Selected Colors – Dostosuj zaznaczone kolory



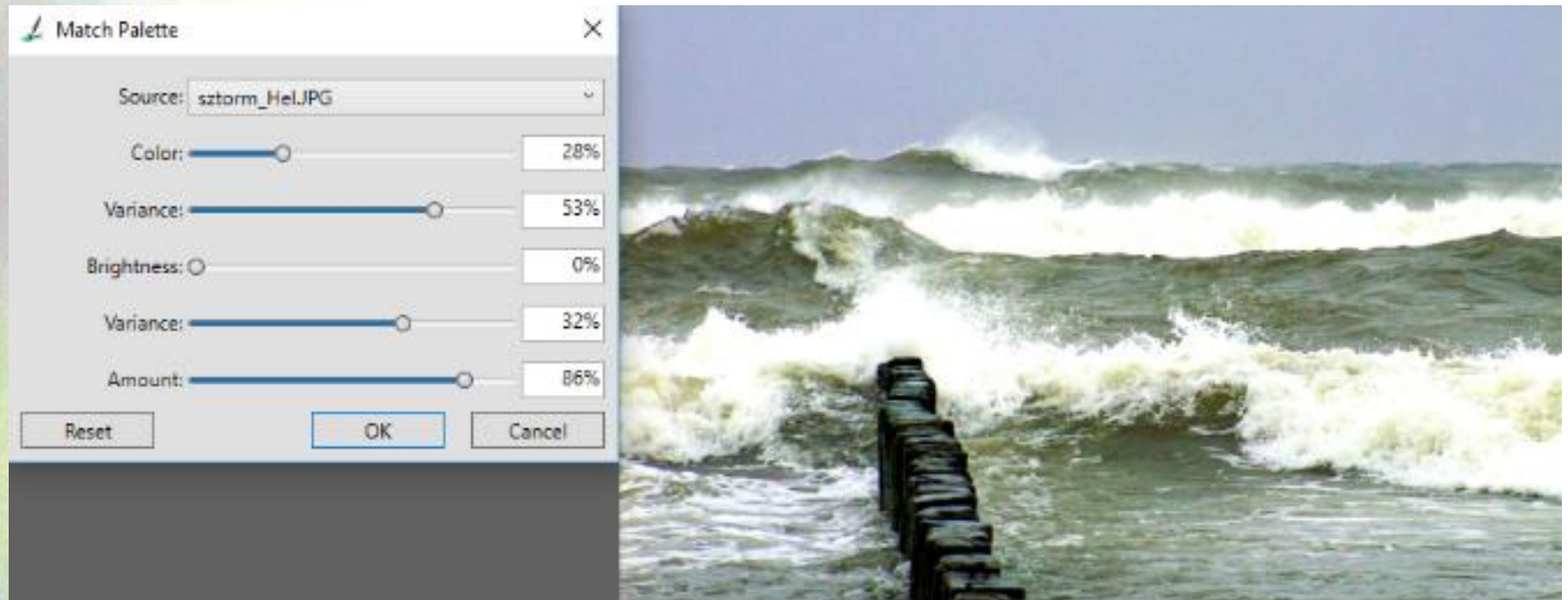
Pasek Menu

- Effect
 - Tonal Control – Equalize – Korekcja światła i cieni



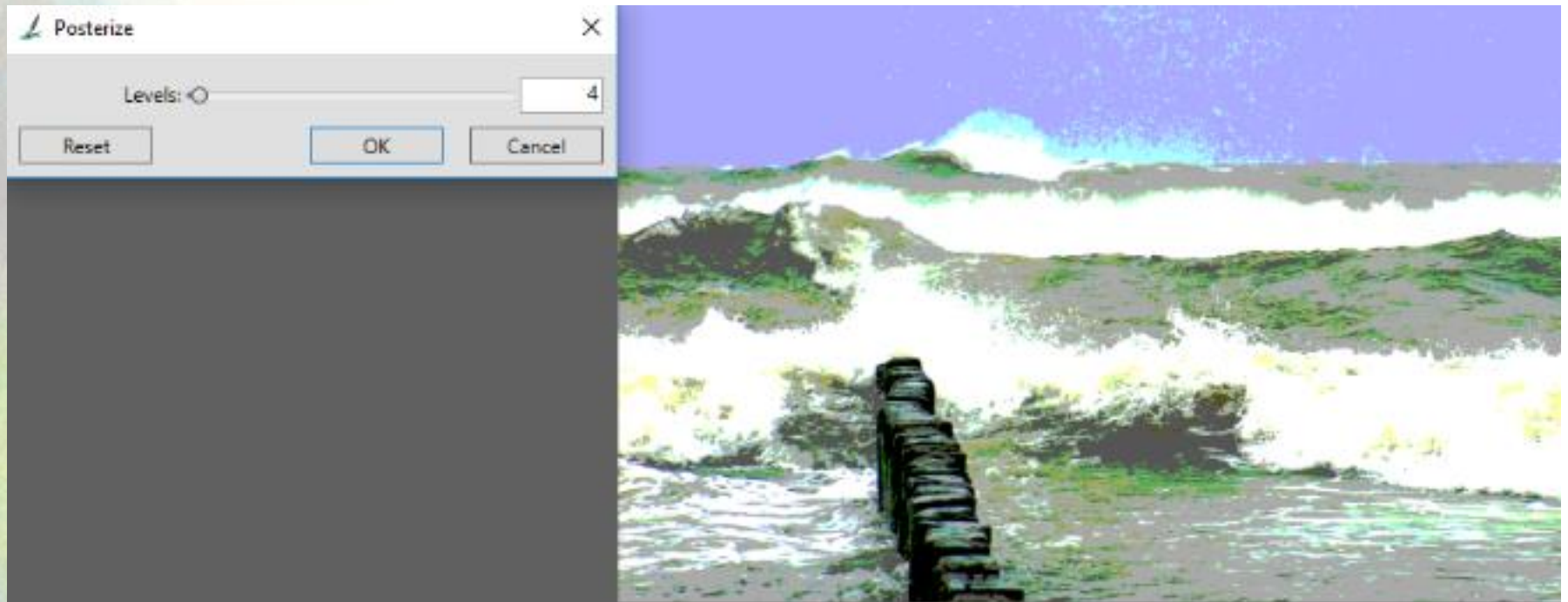
Pasek Menu

- Effect
 - Tonal Control – Match Palette - Dopasowania



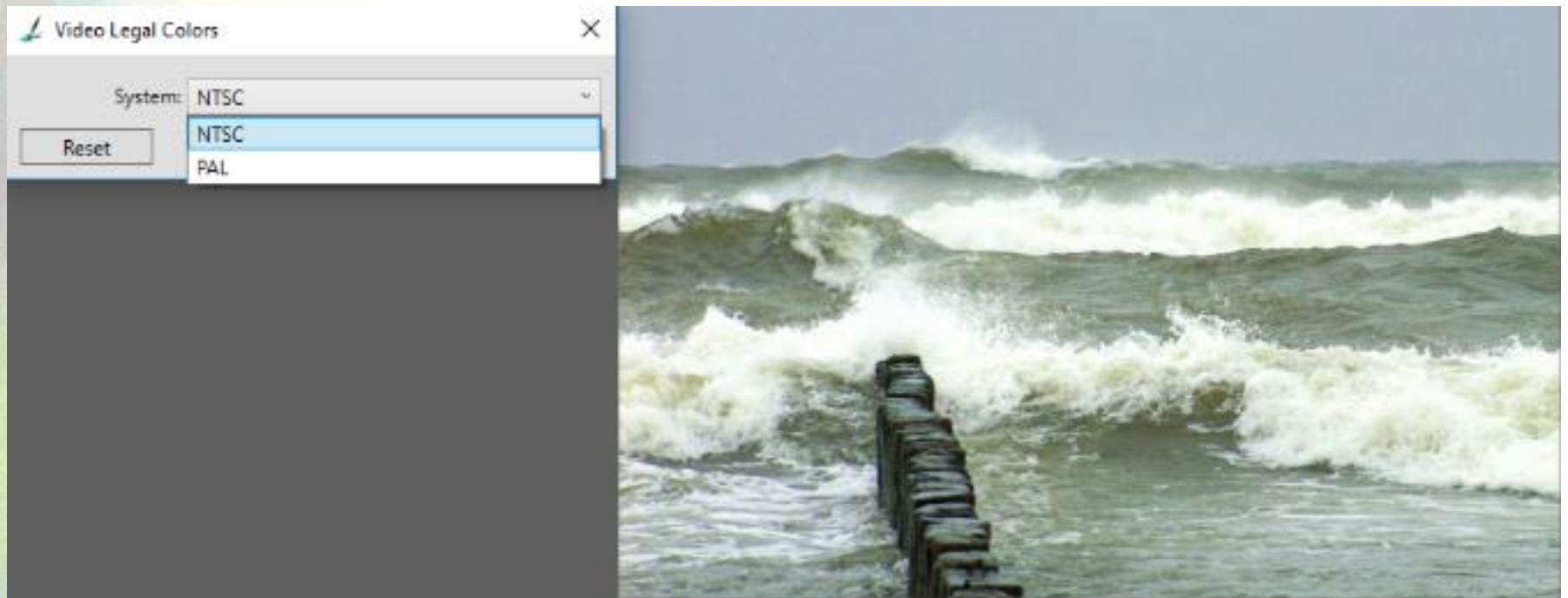
Pasek Menu

- Effect
 - Tonal Control - Posterize



Pasek Menu

- Effect
 - Tonal Control – Video Legal Colors



Pasek Menu

- Effect
 - Tonal Control - Posterize Using Color Set

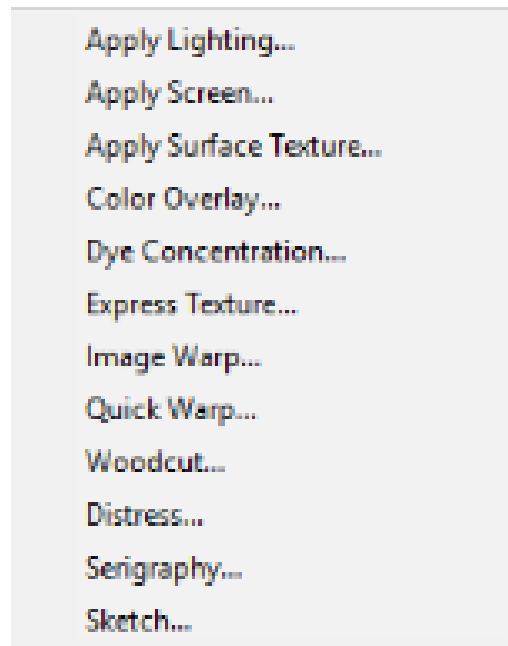
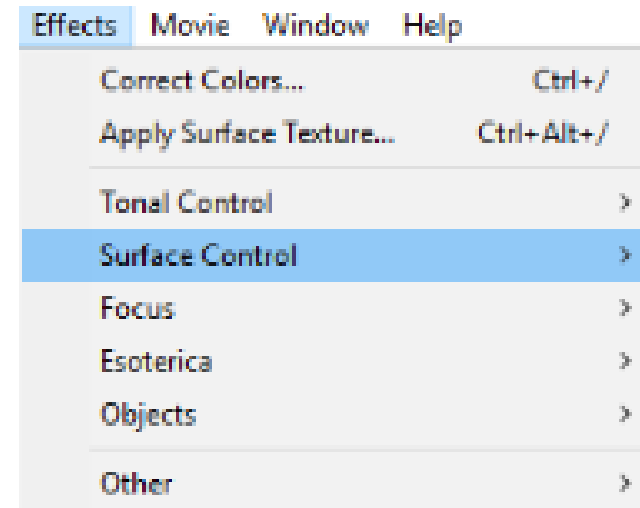


Pasek Menu

- Effects

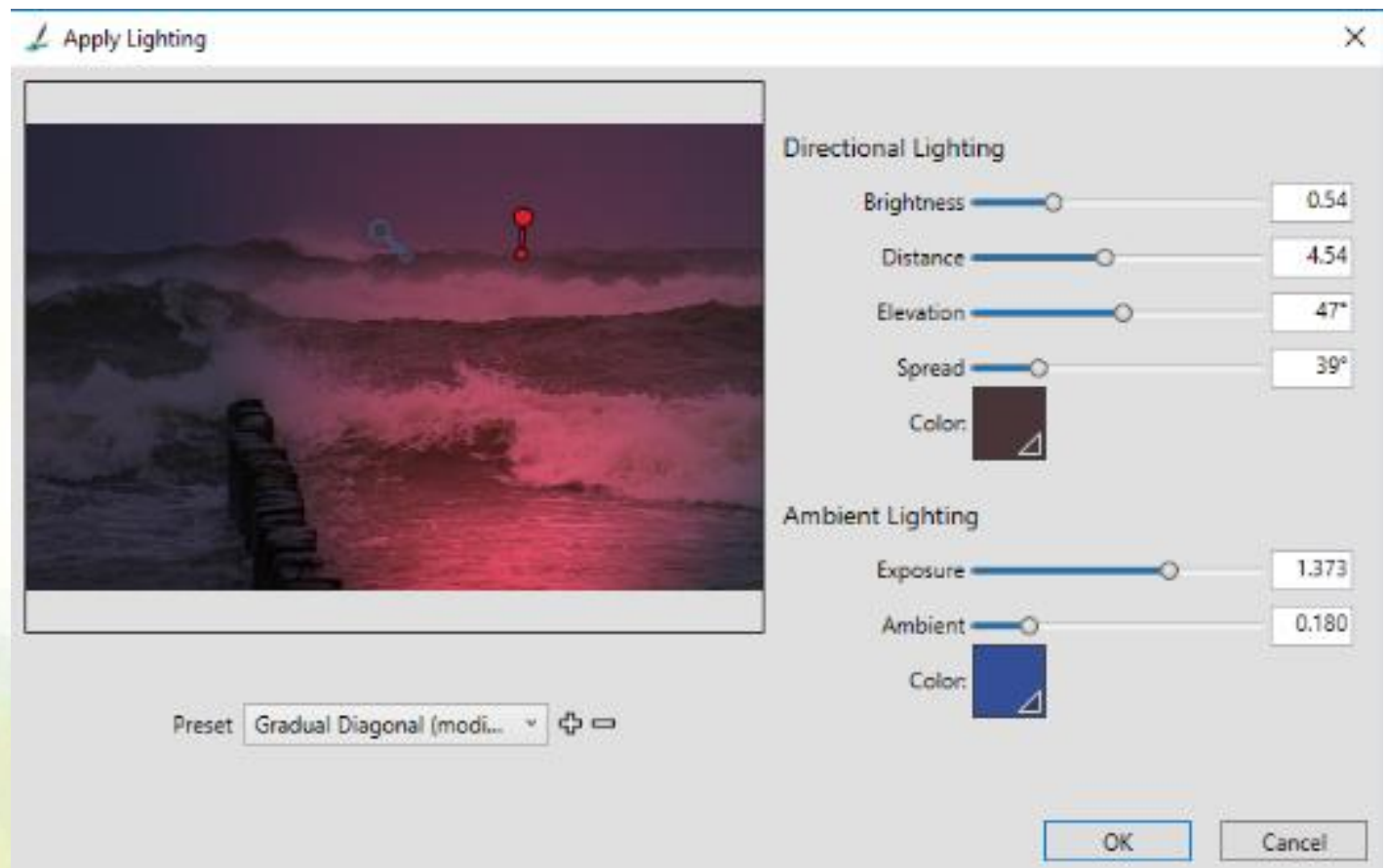
- Surface Control

- Apply Lighting – Dostosuj Światła
 - Apply Screen... - Dostosuj ekran
 - Apply Surface Texture – Dostosuj fakturę powierzchni
 - Color Overlay – Kolor nakładki
 - Dye Concentration – Barwa ...
 - Express Texture – Ekspresowa tekstura
 - Image Warp – Wypaczenie obrazka
 - Quick Warp – Szybkie wypaczenie
 - Woodcut - Drzeworyt
 - Distress
 - Serigraphy – Druk sitowy
 - Sketch - Szkic



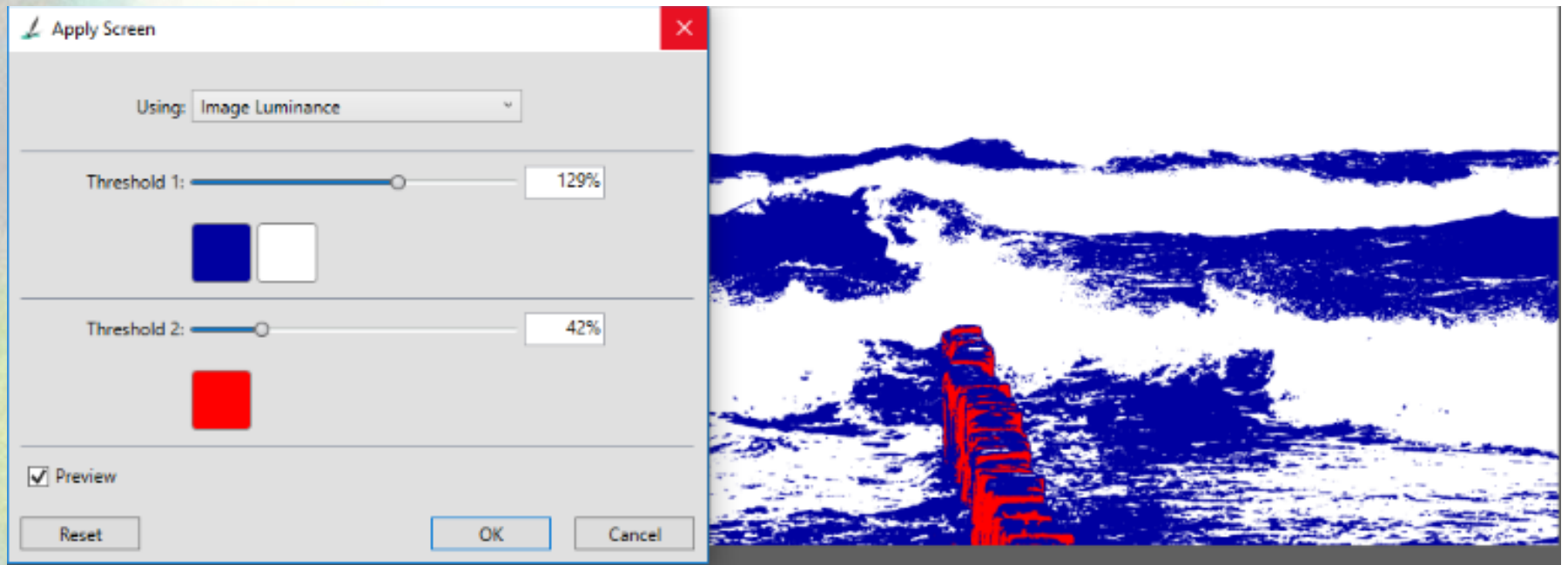
Pasek Menu

- Effect
 - Surface Control – Apply Lighting – Dostosuj światła



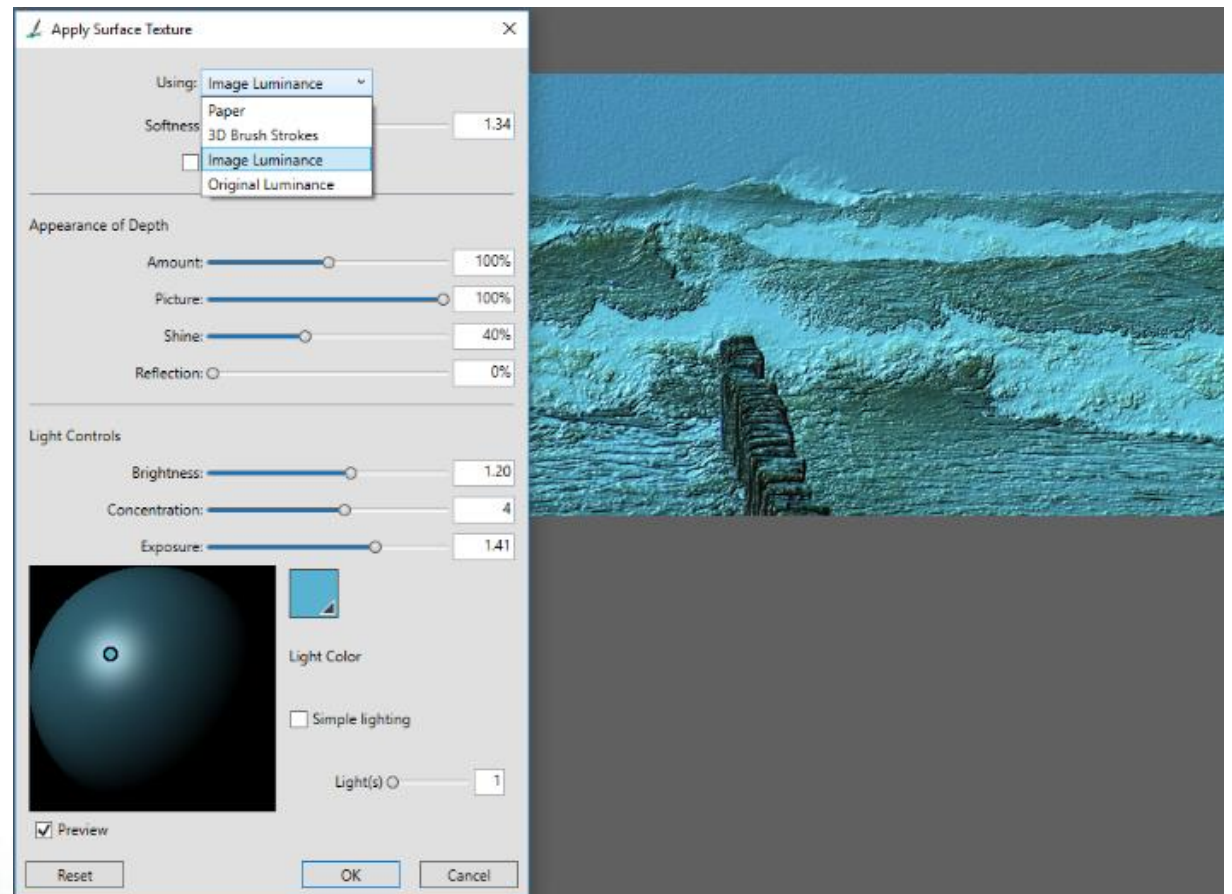
Pasek Menu

- Effect
 - Surface Control - Apply Screen... - Dostosuj ekran



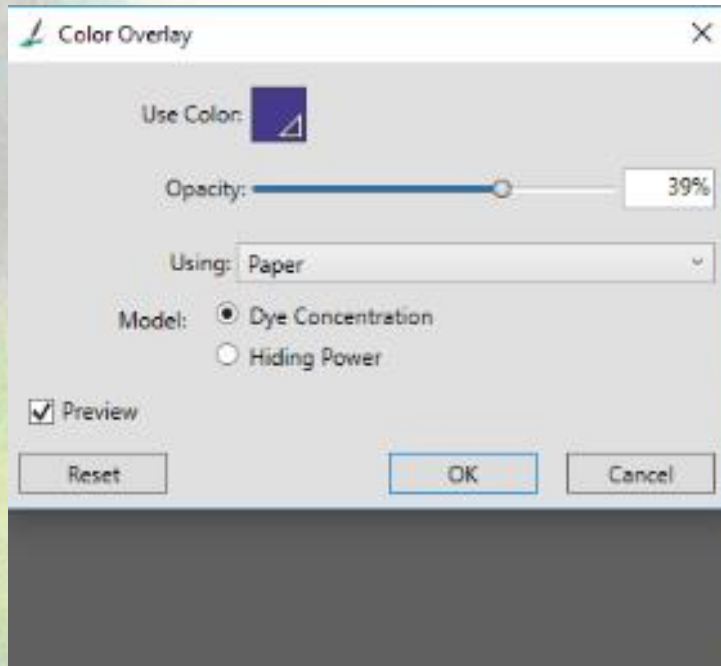
Pasek Menu

- Effect
 - Surface Control - Apply Surface Texture – Dostosuj fakturę powierzchni



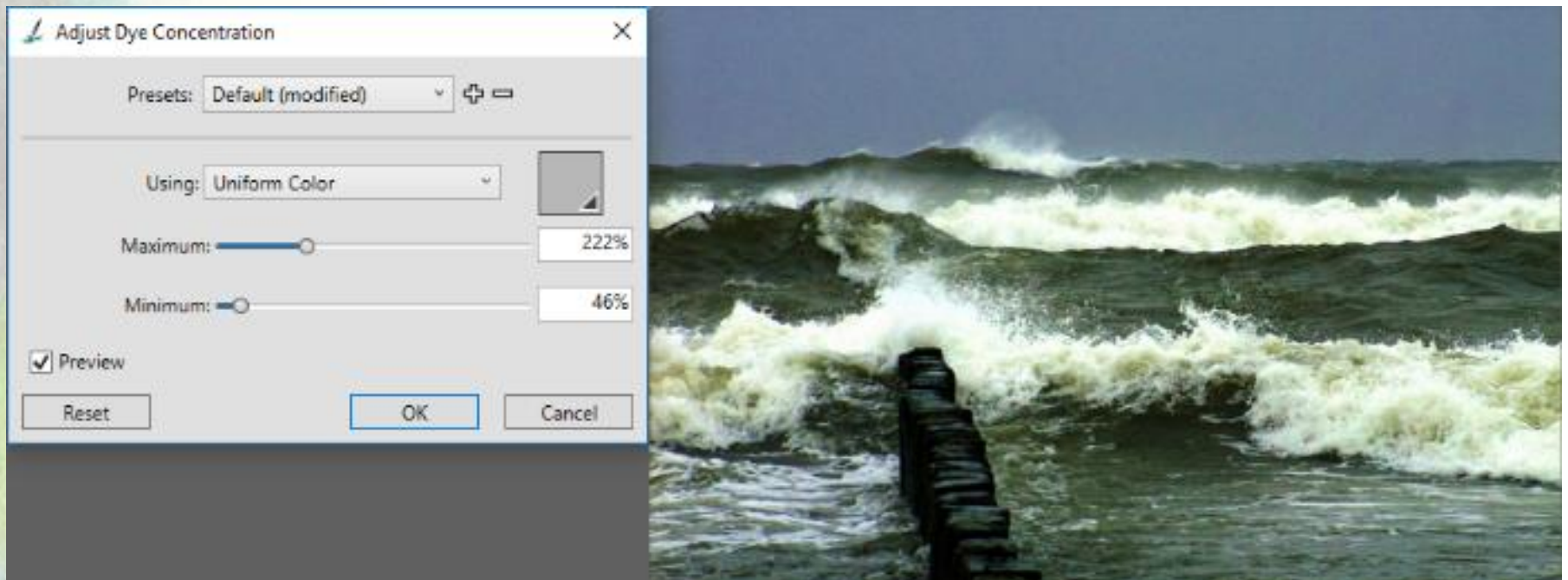
Pasek Menu

- Effect
 - Surface Control - Color Overlay – Kolor nakładki



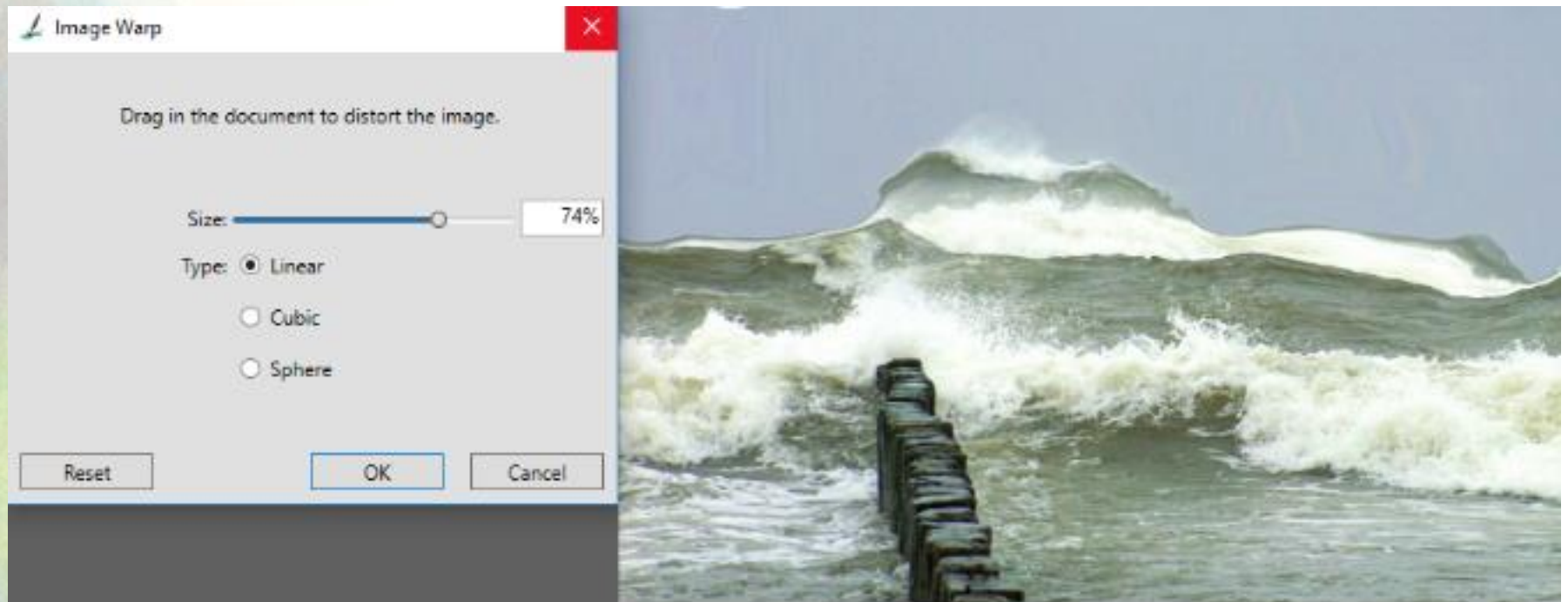
Pasek Menu

- Effect
 - Surface Control - Dye Concentration – Barwa ...



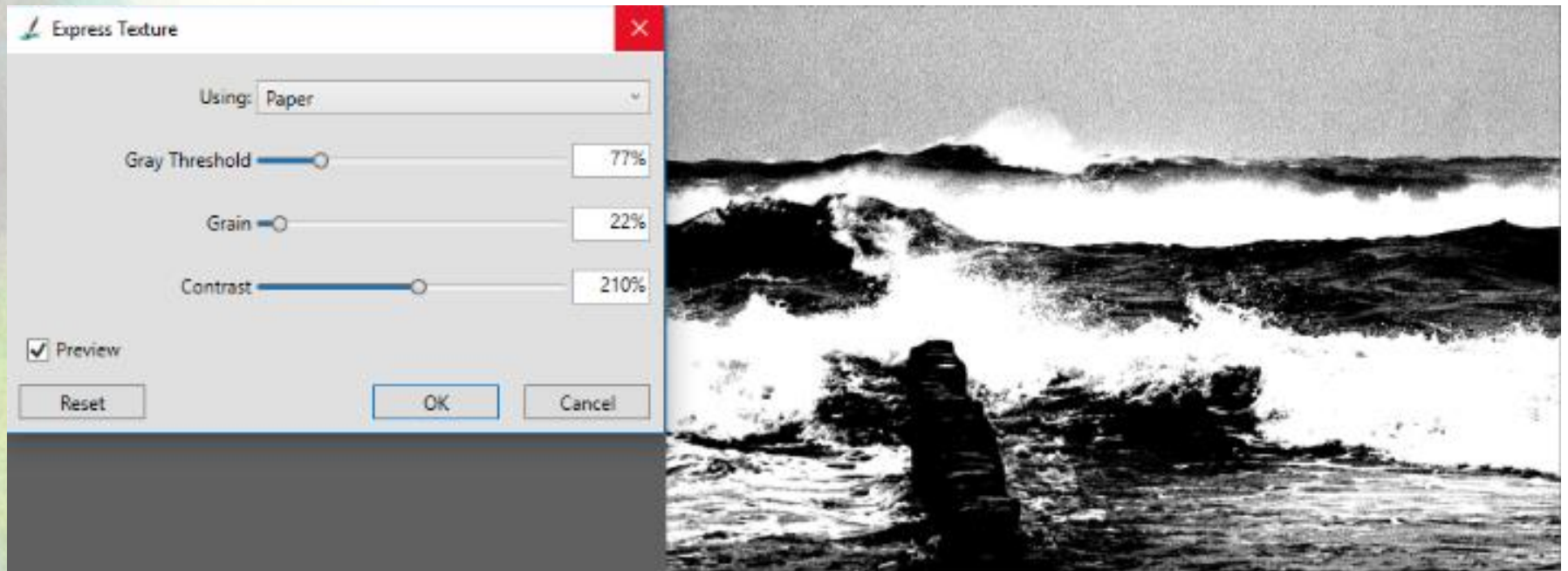
Pasek Menu

- Effect
 - Surface Control - Image Warp – Wypaczenie obrazka



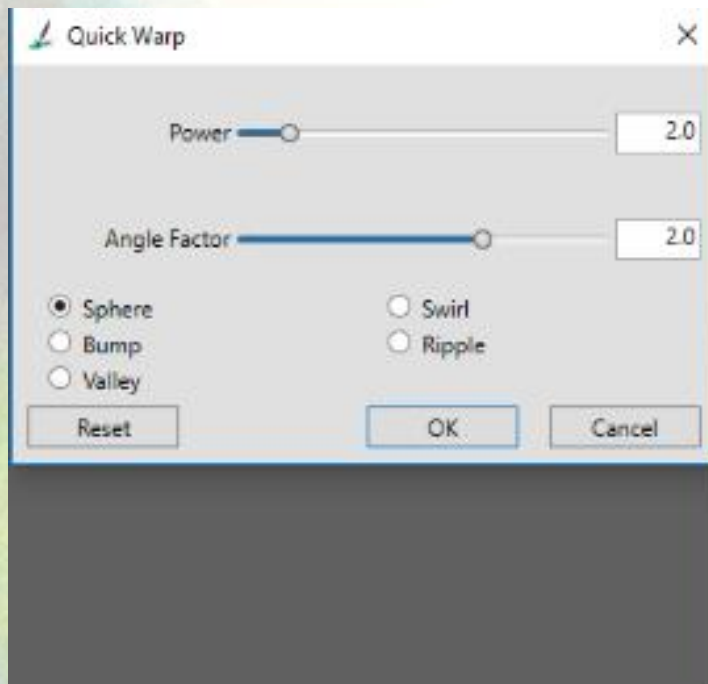
Pasek Menu

- Effect
 - Surface Control - Express Texture – Ekspresowa tekstura



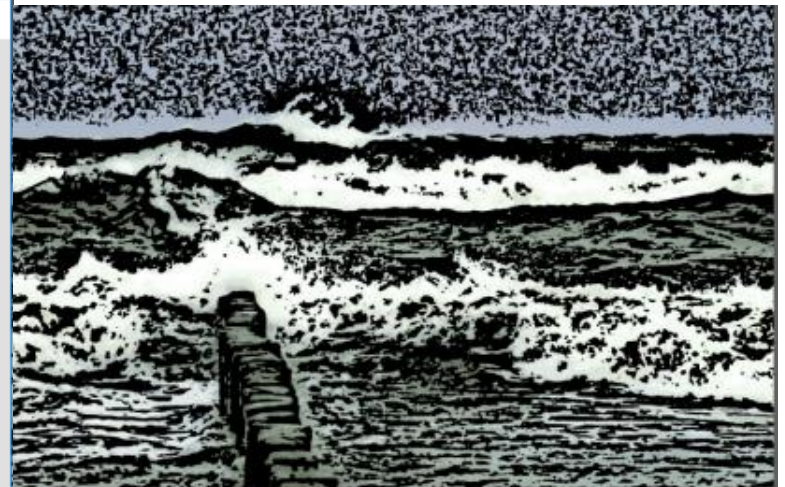
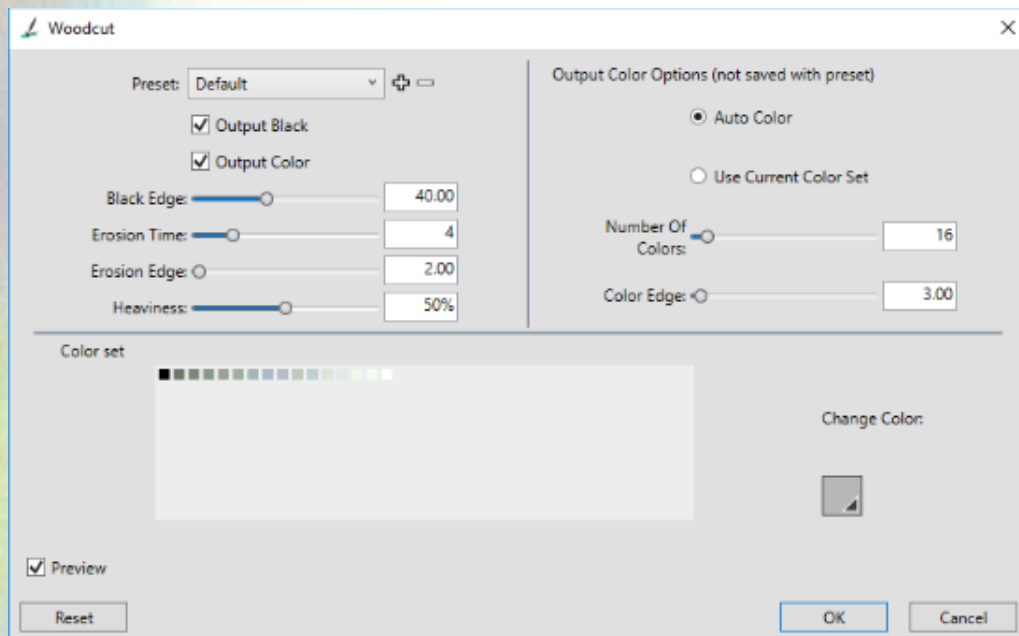
Pasek Menu

- Effect
 - Surface Control - Quick Warp – Szybkie wypaczenie



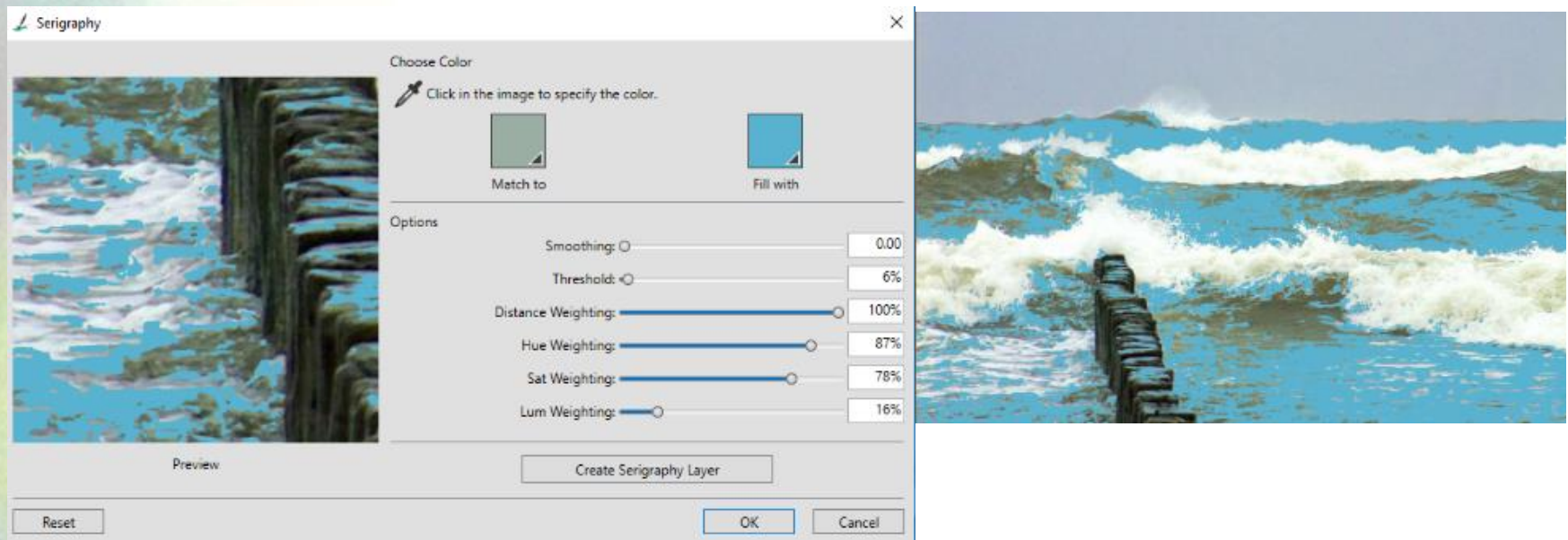
Pasek Menu

- Effect
 - Surface Control – Woodcut - Drzeworyt



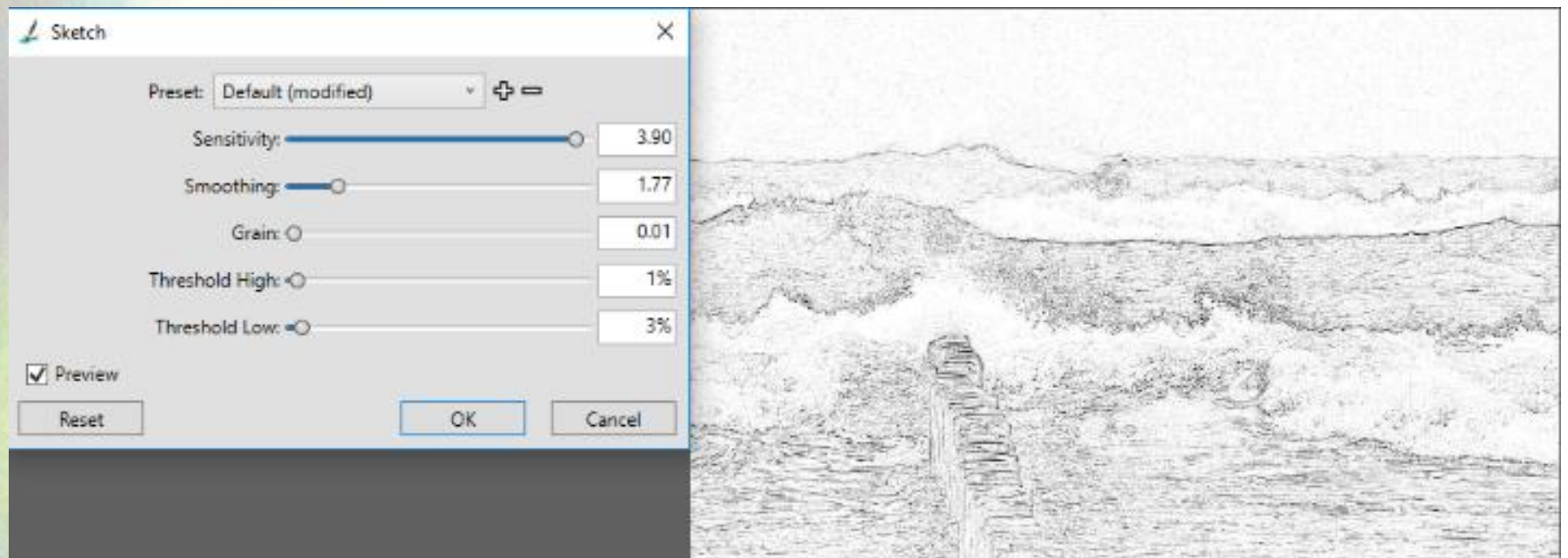
Pasek Menu

- Effect
 - Surface Control - Serigraphy – Druk sitowy



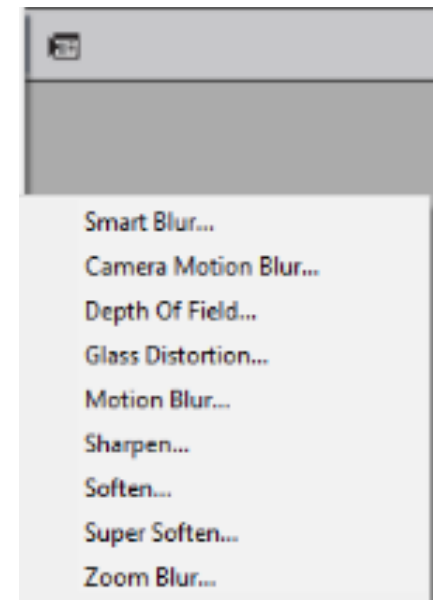
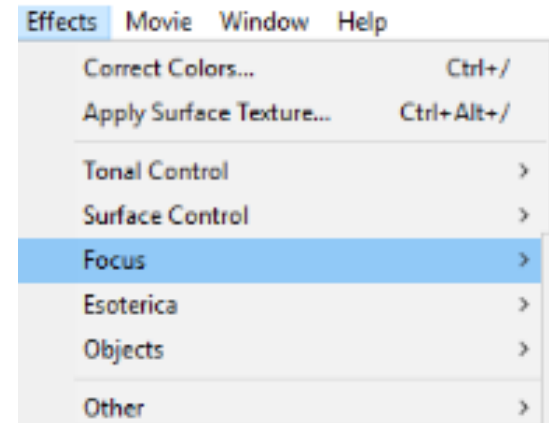
Pasek Menu

- Effect
 - Surface Control – Sketch - Szkic



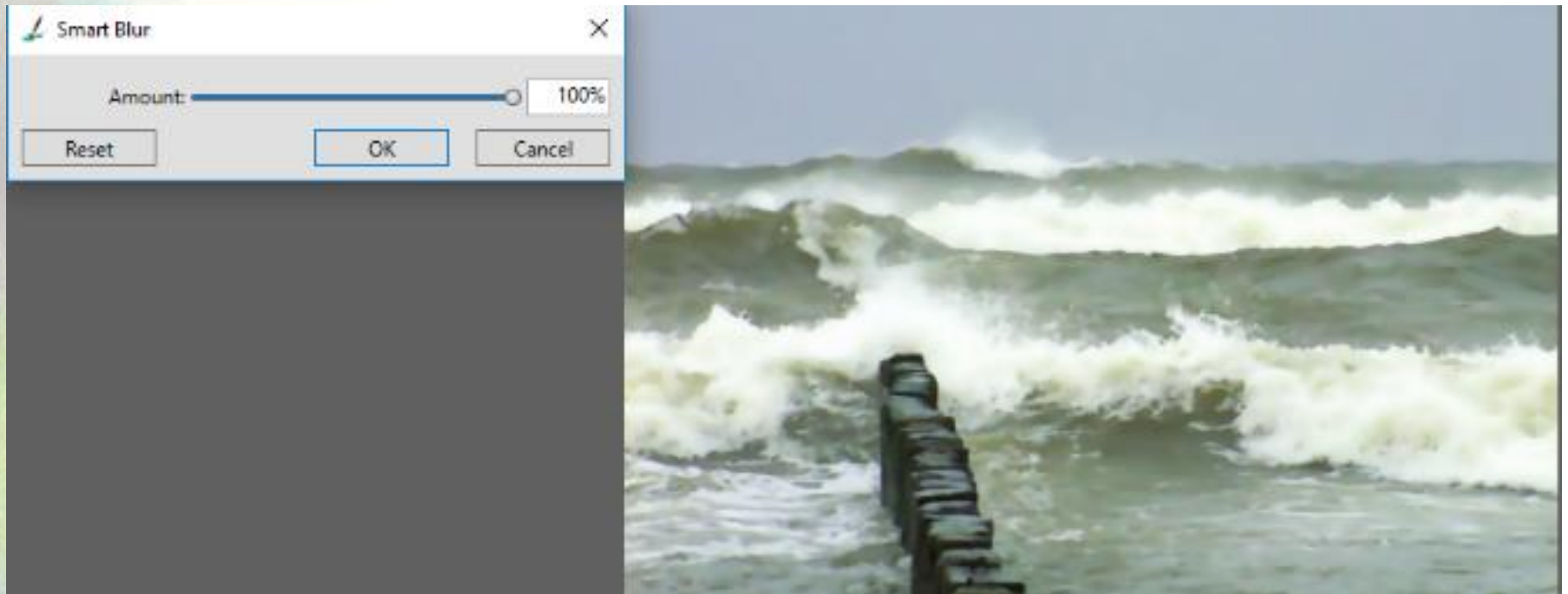
Pasek Menu

- Effects
 - Focus
 - Smart Blur – Inteligentne rozmycie
 - Camera Motion Blur – Poruszenie kamery
 - Depth of Field – Głębina (pola)
 - Glass Distortion – Szklana deformacja
 - Motion Blur - Poruszenie
 - Sharpen - Wyostrowanie
 - Soften - Zmiękczenie
 - Super Soften – Super ...
 - Zoom Blur – Powiększenie



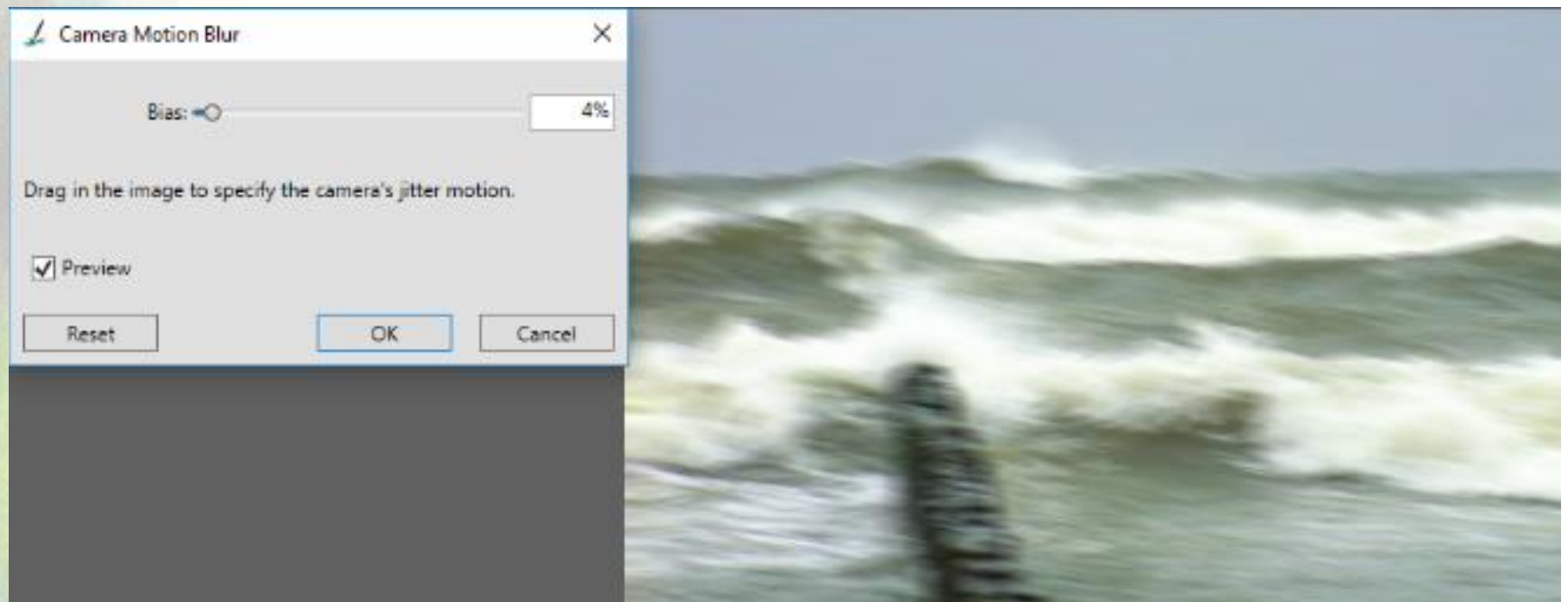
Pasek Menu

- Effect
 - Focus - Smart Blur – Inteligentne rozmycie



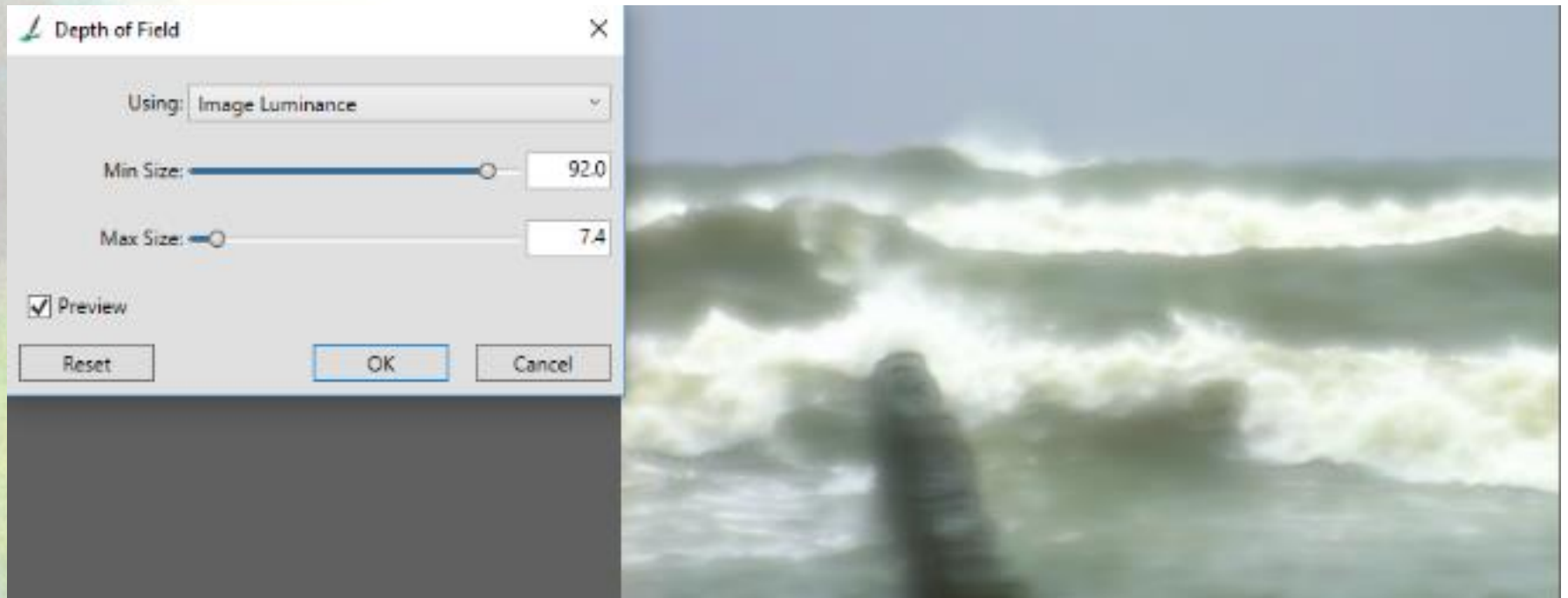
Pasek Menu

- Effect
 - Focus - Camera Motion Blur – Poruszenie kamery



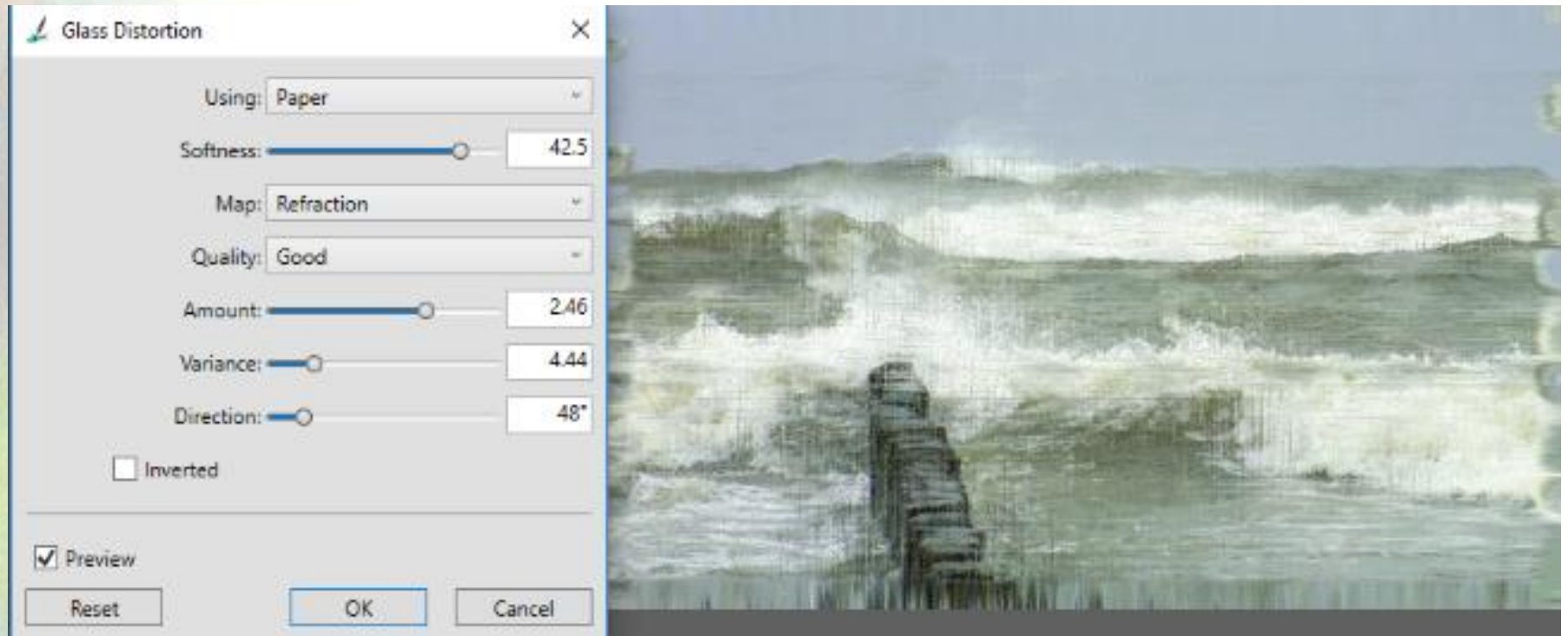
Pasek Menu

- Effect
 - Focus - Depth of Field – Głębina (pola)



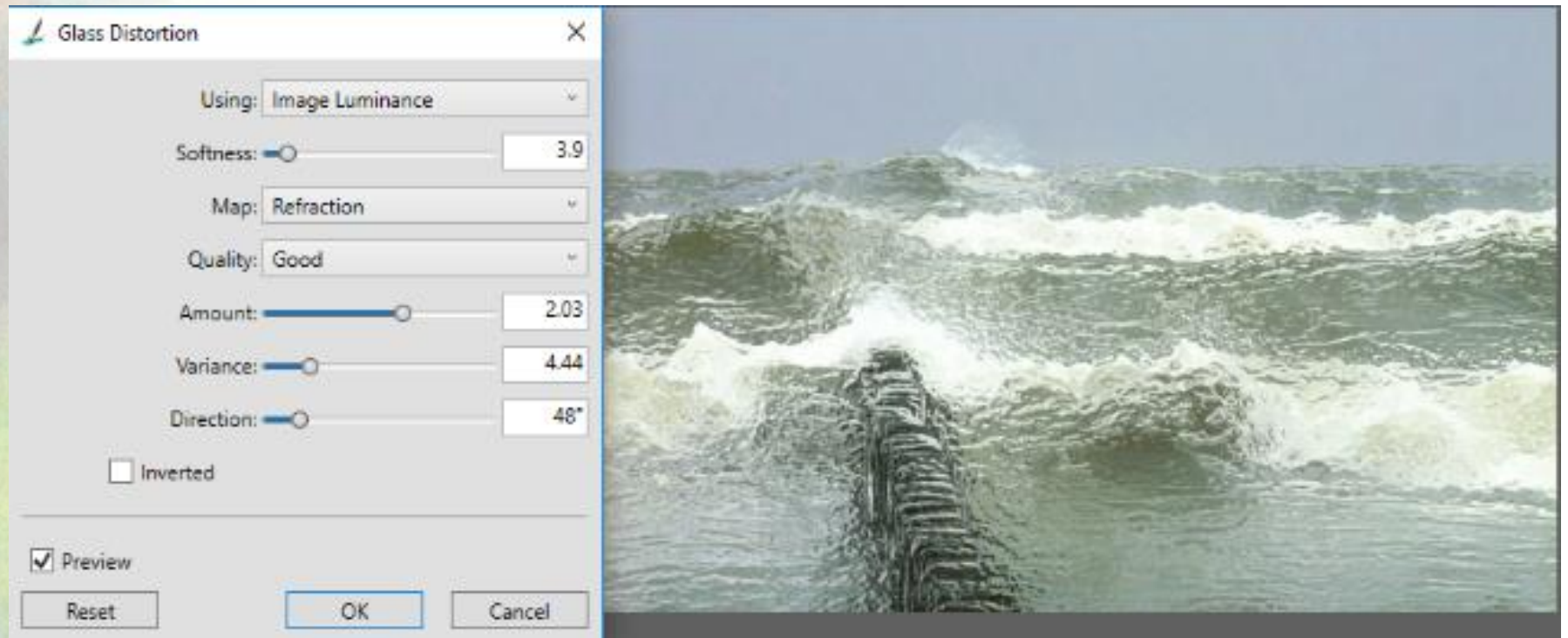
Pasek Menu

- Effect
 - Focus - Glass Distortion – Szklana deformacja



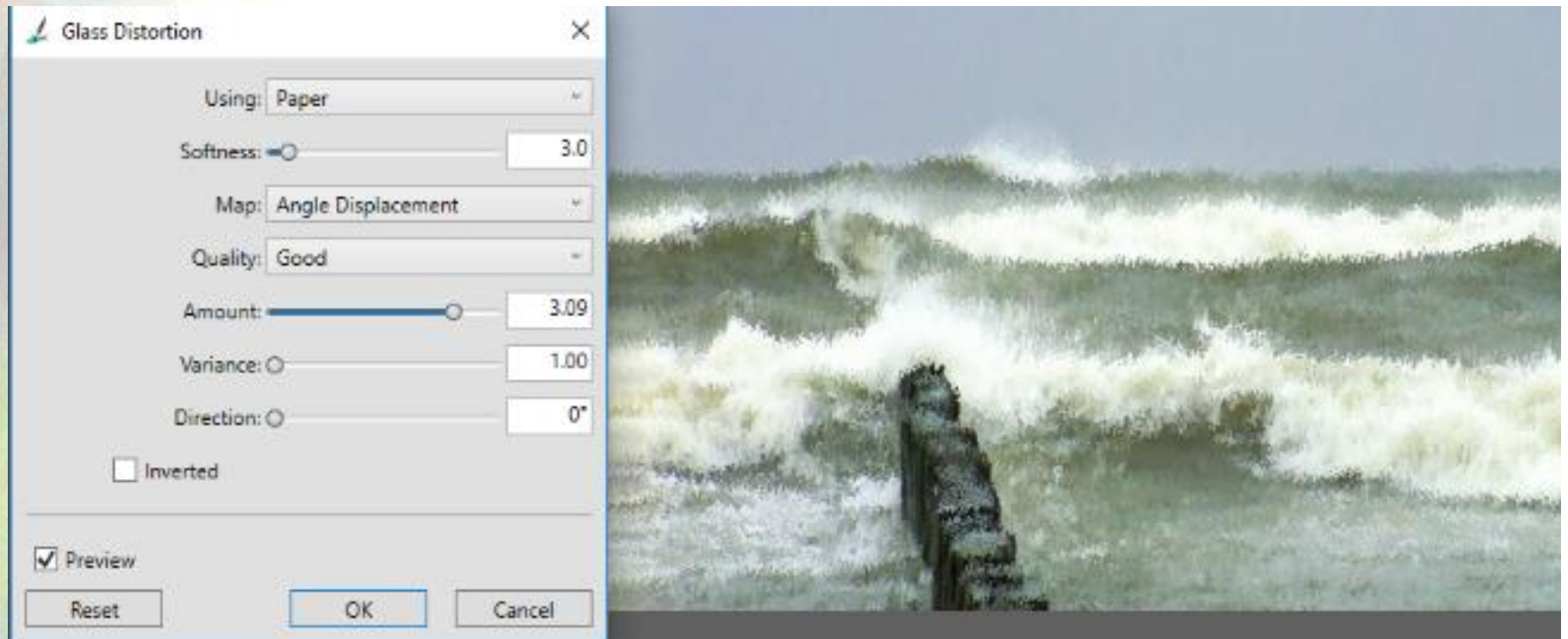
Pasek Menu

- Effect
 - Focus - Glass Distortion – Szklana deformacja



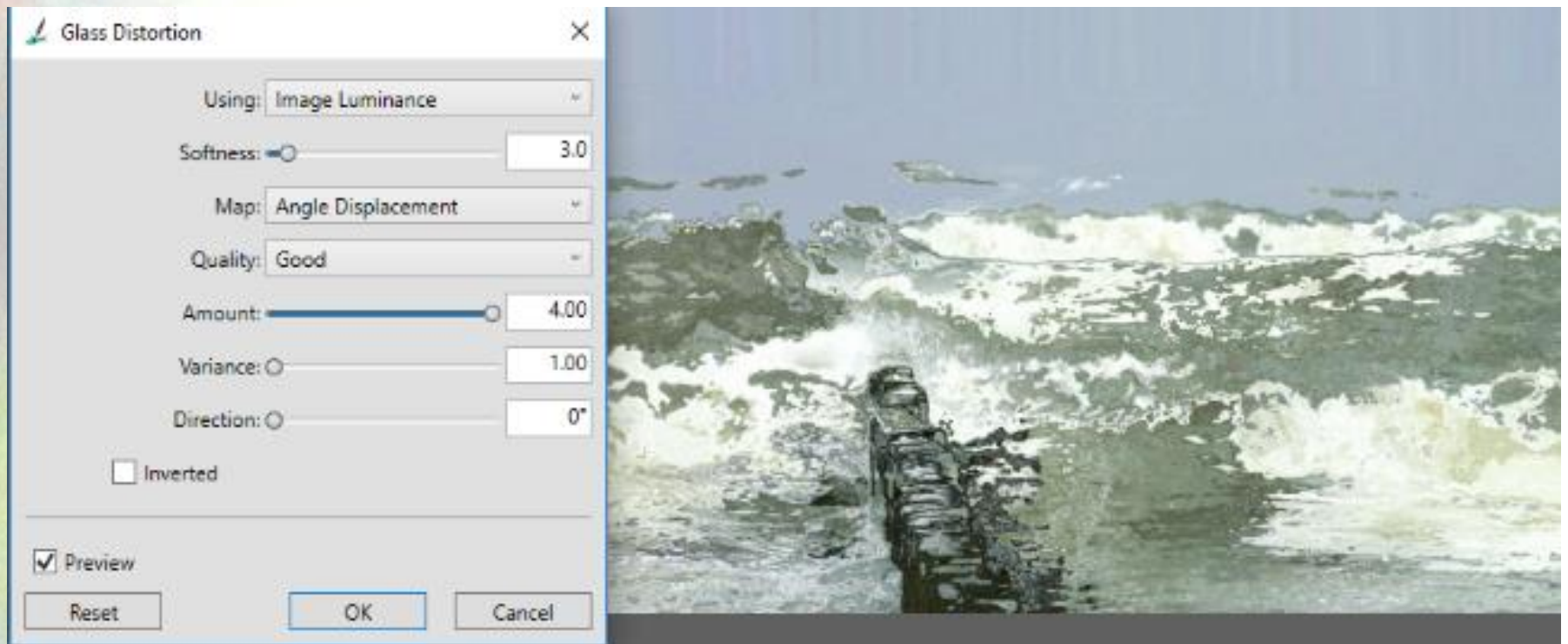
Pasek Menu

- Effect
 - Focus - Glass Distortion – Szklana deformacja
 - Angle Displacement – Przemieszczenie kątowe



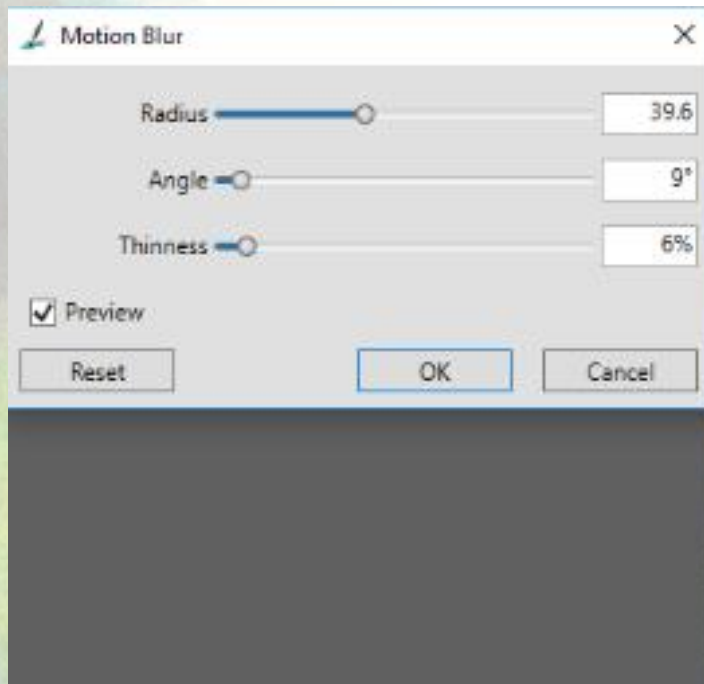
Pasek Menu

- Effect
 - Focus - Glass Distortion – Szklana deformacja
 - Angle Displacement – Przemieszczenie kątowe



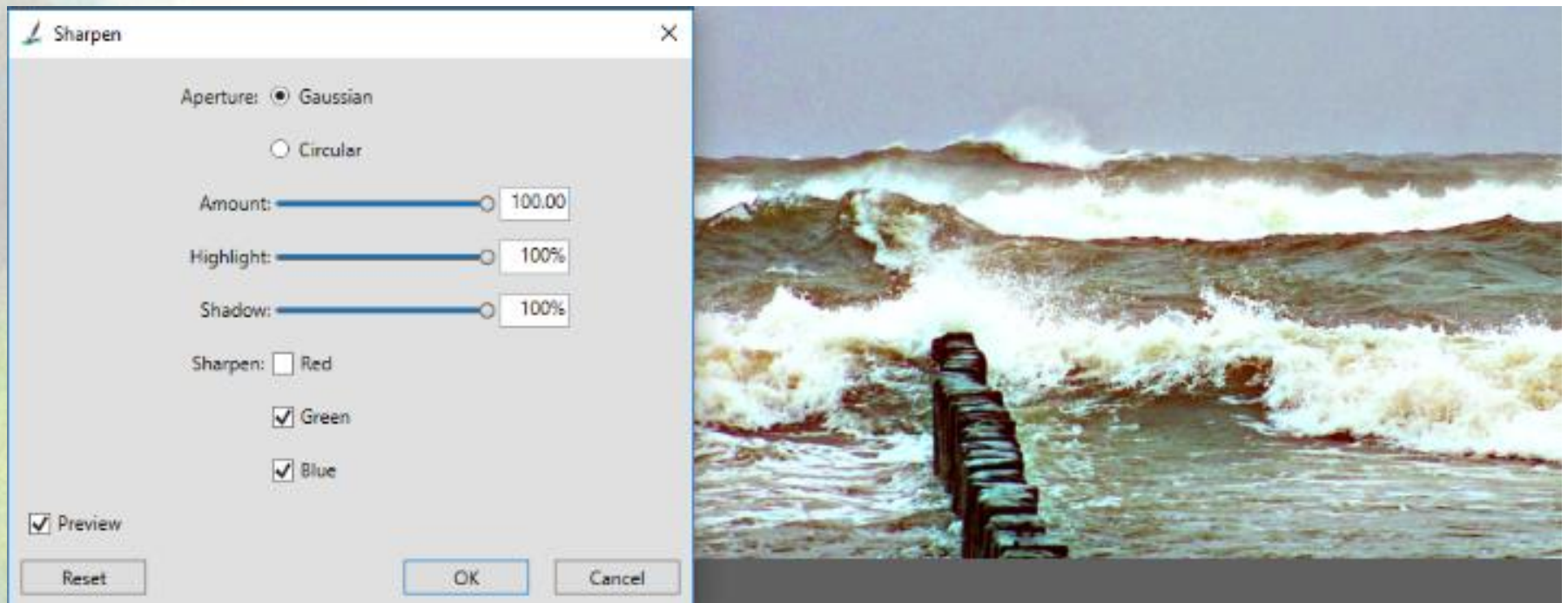
Pasek Menu

- Effect
 - Focus - Motion Blur - Poruszenie



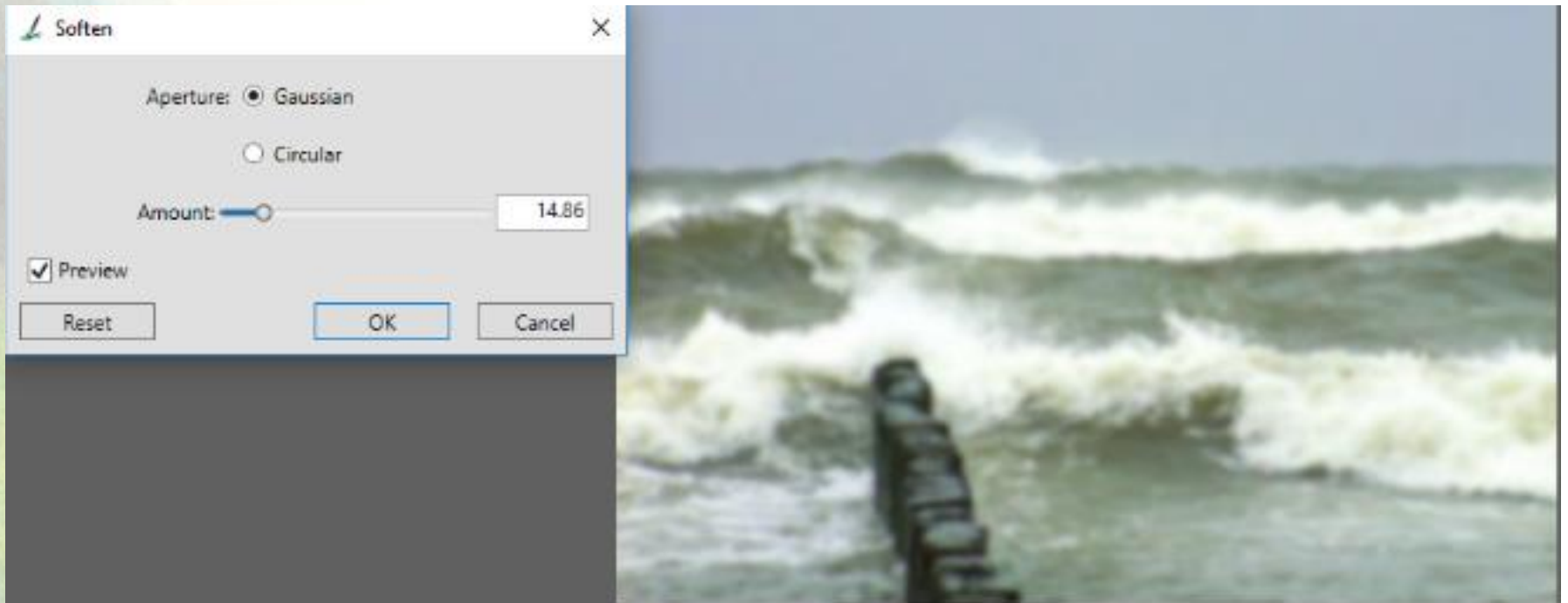
Pasek Menu

- Effect
 - Focus - Sharpen - Wyostrzanie



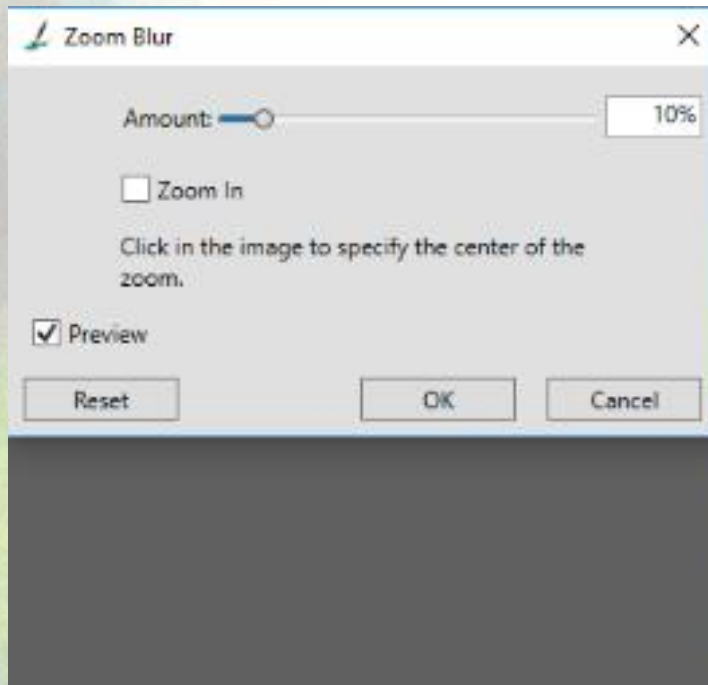
Pasek Menu

- Effect
 - Focus - Soften - Zmiękczenie



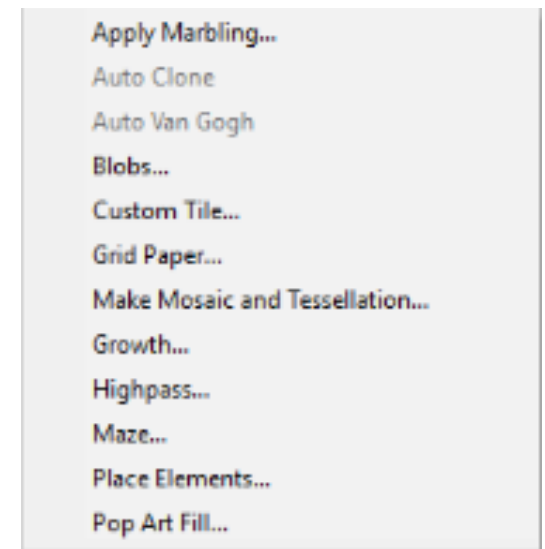
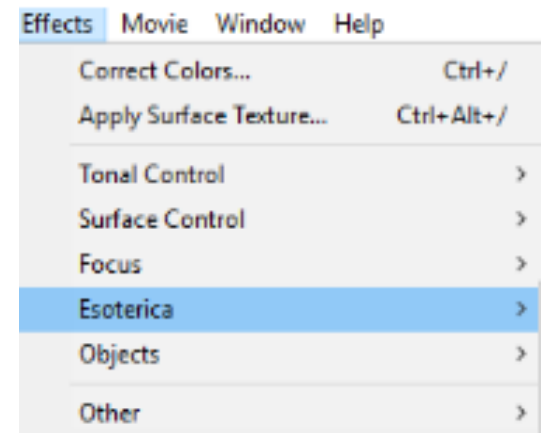
Pasek Menu

- Effect
 - Focus – Zoom Blur - Powiększenie



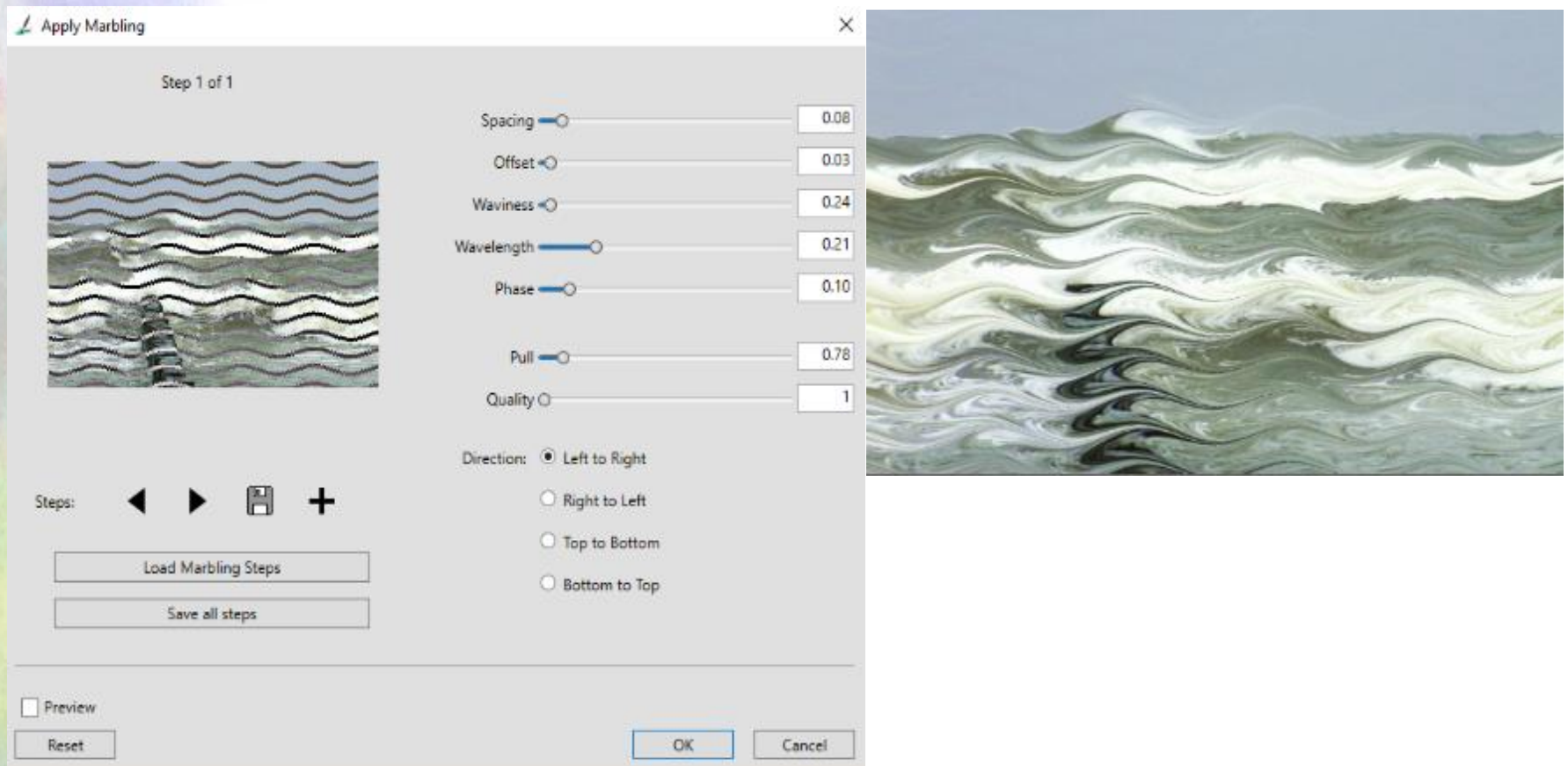
Pasek Menu

- Effects
 - Esoterica
 - Apply Marbling – Zastosuj marmurkowanie
 - Auto Clone
 - Auto Van Gogh
 - Blobs – Krople
 - Custom Tile – Niestandardowa dachówka
 - Grid Paper – Siatkowany papier
 - Make Mosaic and Tessllation
 - Growth – Wzrost
 - Highpass – Przesunięcie
 - Maze – Labirynt
 - Place Elements – Elementy miejsca
 - Pop Art. Fill



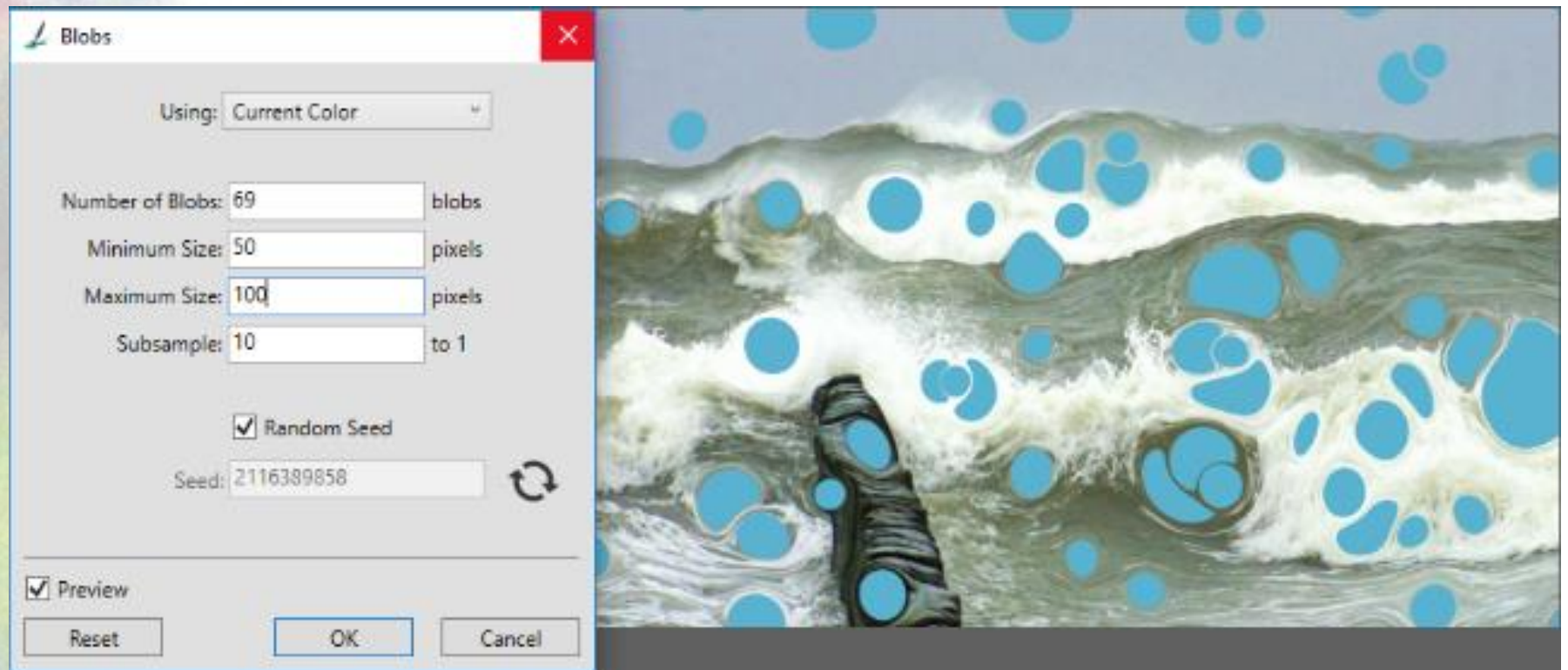
Pasek Menu

- Effect
 - Esoterica - Apply Marbling – Zastosuj marmurkowanie



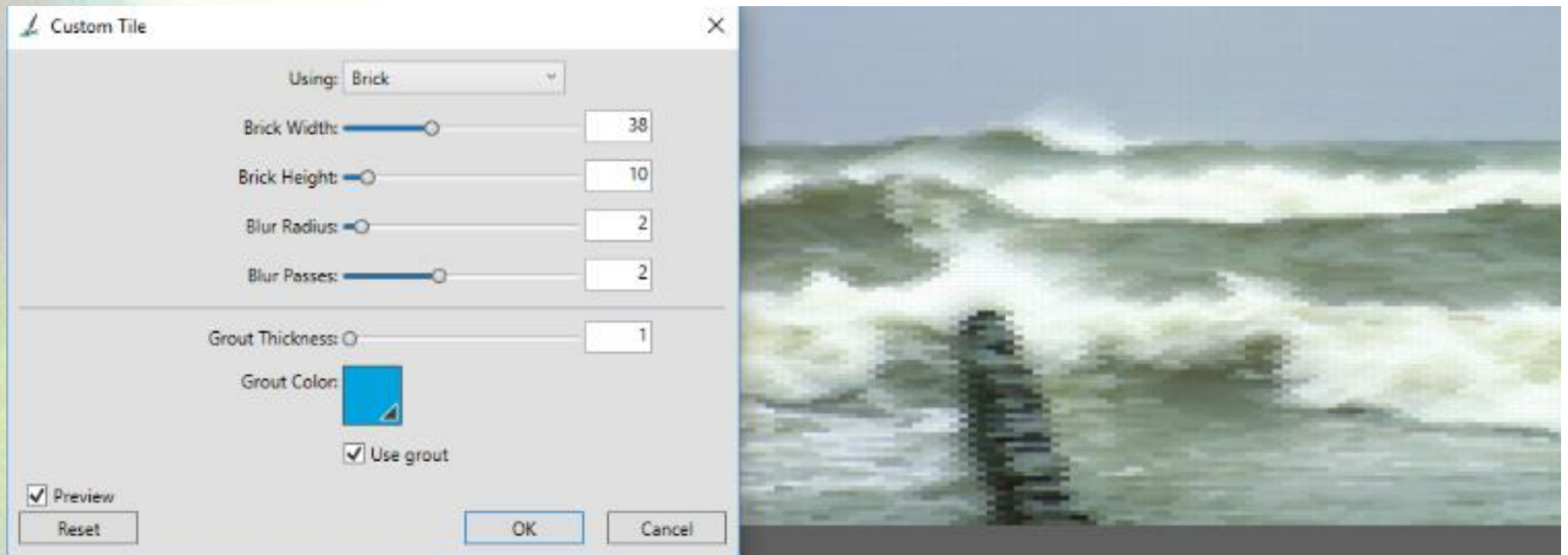
Pasek Menu

- Effect
 - Esoterica - Blobs – Krople



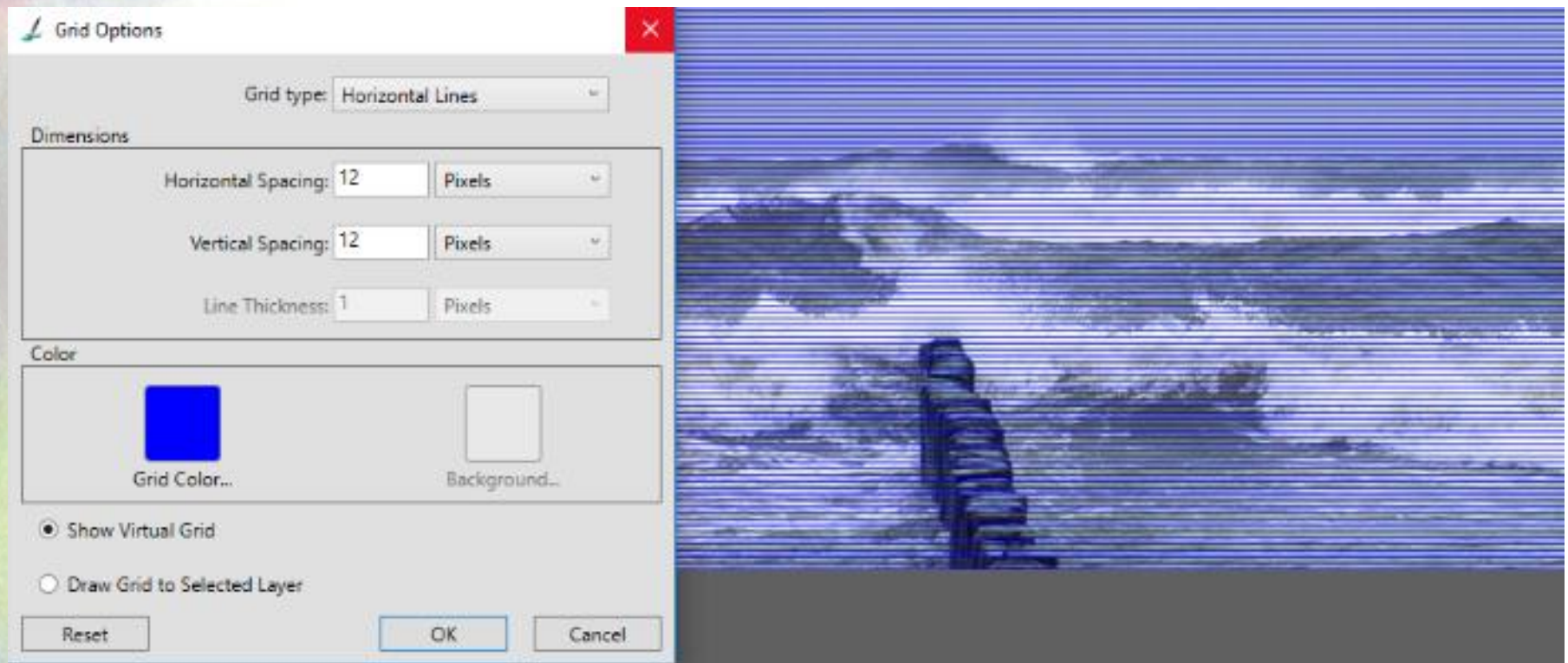
Pasek Menu

- Effect
 - Esoterica - Custom Tile – Niestandardowa dachówka



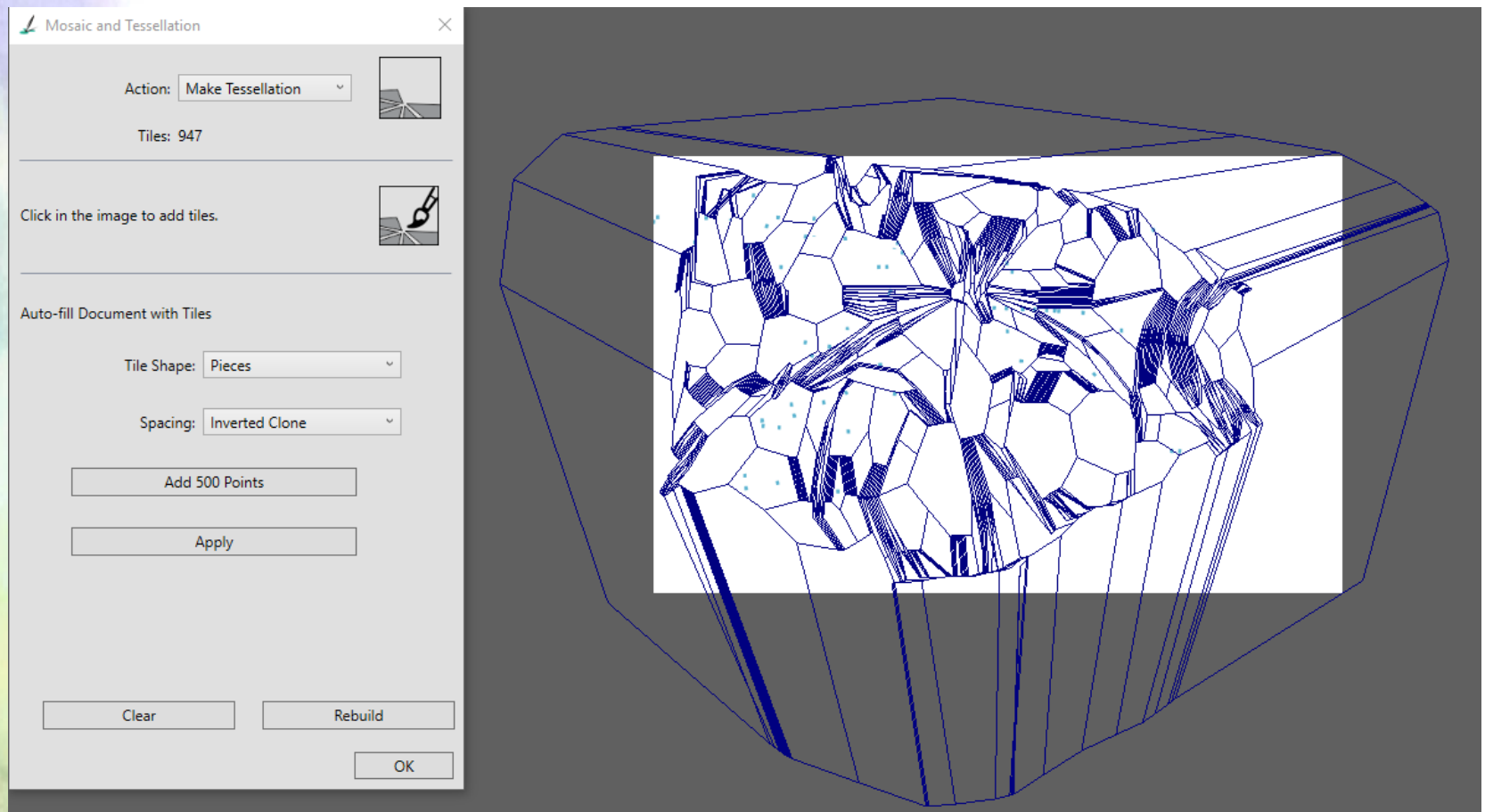
Pasek Menu

- Effect
 - Esoterica - Grid Paper – Siatkowy papier



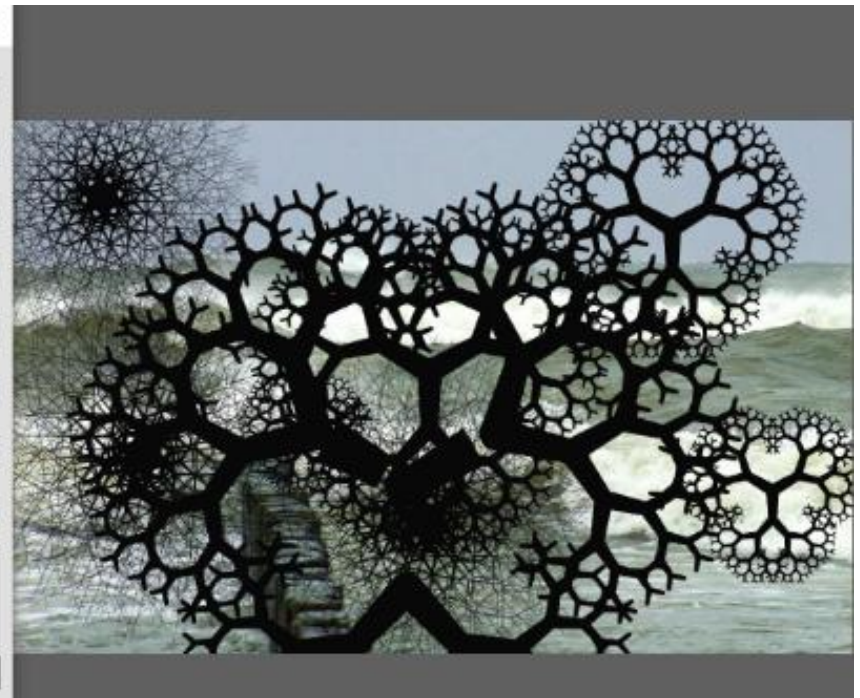
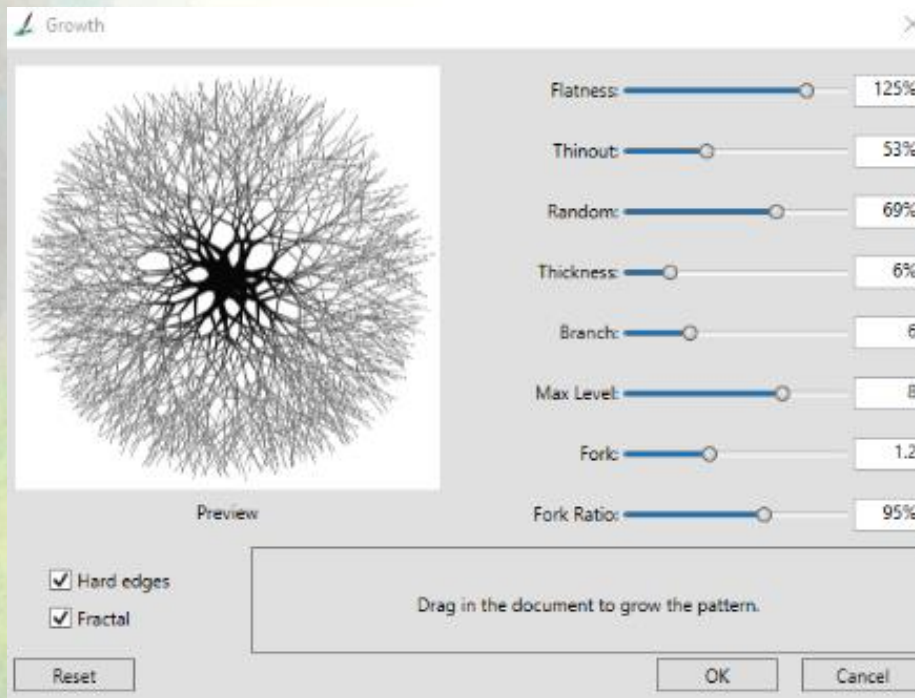
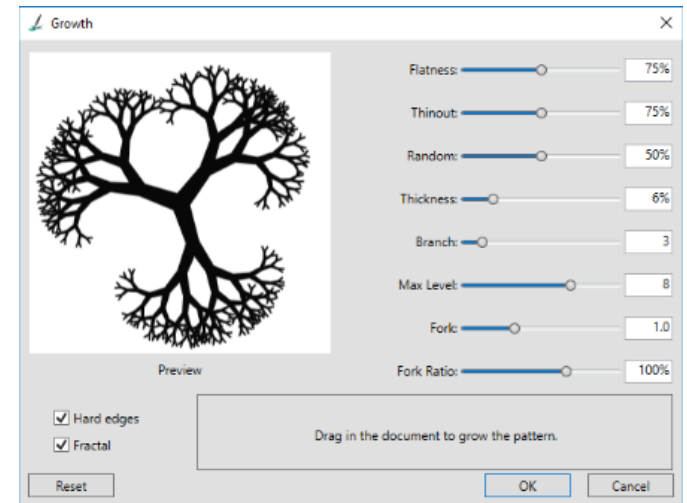
Pasek Menu

- Effect
 - Esoterica - Make Mosaic and Tessllation – Mozajka i teselekcja



Pasek Menu

- Effect
 - Esoterica - Growth – Krzewienie



Pasek Menu

- Effect
 - Esoterica – Pop Art Fill

