

Techniques of Photo Editor

IN GENERAL, PHOTO EDITOR CAN BE ANALYZED AS FOLLOWS:

- OPERATIONS: this refers to the Effects menu, mainly to Negative and Watercolor (WC); with Emboss, Sharpen, and Soften; followed by Chalk and charcoal, Stained glass, and Notepad. Some of these are deterministic, e.g. negative, which gives back the complementary color and Notepad, which gives the same presentation each time. Others, notably Watercolor, have randomness in their algorithms; water color in particular mottles and also sections.
- TOOLS: “select” means highlight a rectangular area; “smudge” means use the mouse to blend and shape, moving colors from one area into another, allowing for bouncing circles of color. Copy and paste permits taking aspects from one painting and importing it to another and also to repeat the same form within a single painting.
- SCOPE: operations can apply macro, to the whole painting, or micro, to a highlighted area of it. Some will vary their outcome, notably WC, depending on the scope.
- INPUT: the sources I tend to use include scanned hand drawn paintings (on 3 x 5 cards with markers), previous paintings already on file, and a palette of colors, also on file.
- INTERACTIONS: order matters! I first discovered this when I saw that negative following watercolor, macro, produces a different effect than the reverse. WC followed by sharpen produces brick-like formations. In general, all sequences of effects, one after the other, are possible, on both micro and macro levels.