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ArcSoft PhotoImpression™ 2000 User Guide

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Welcome to PhotoImpression 2000

ArcSoft PhotoImpression 2000 is an easy-to-use photo-editing program specifically designed for general consumers. The program enables you to edit, retouch, enhance or add special effects to digital images with point-n-click simplicity. It also offers a great variety of project templates for creating greeting cards and calendars, plus the functionalities of the popular ArcSoft PhotoPrinter and PhotoFantasy programs.

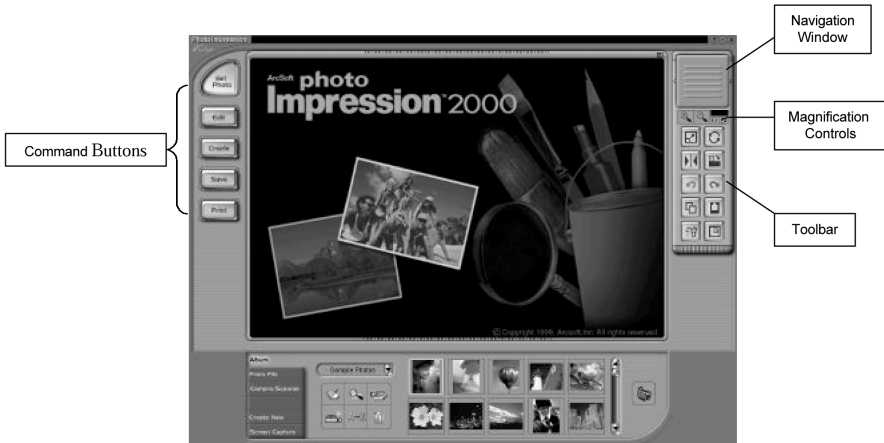
Highlights of PhotoImpression 2000

- **A robust, easy to understand graphical user interface** ensures that you can learn the program in the shortest time possible.
- **Powerful, comprehensive editing and retouching tools** provide a total digital image-editing solution.
- **A wide variety of special effect and enhancement options** give you the incredible power to manipulate images like a pro.
- **Huge collections of frames, brushes and shapes** let you add an artistic appeal to your images.
- **An easy to use text tool** allows you to add catchy titles and captions to images. You can even add a drop shadow to create a 3-D effect.
- **A dynamic image layer feature** enables you to work on one specific image layer at a time without affecting the whole picture.
- **Multiple undo/redo functionality** makes it possible for you to experiment with various commands and options without the fear of making irreversible errors.
- **Huge assortments of project templates enable you to create customized greeting cards and calendars with your own photos.**
- **TWAIN compliance** allows you to acquire images directly from TWAIN devices such as digital cameras and scanners.
- **Built-in “ArcSoft PhotoFantasy” functionalities** let you create photo fantasies with your own photos right within the program.
- **Built-in “ArcSoft PhotoPrinter” functionalities** allow you to print a single image, multiple images of different sizes, or thumbnails, on a single sheet of paper.
- **Internet capability** allows you to access Yahoo!® Photos (www.photos.yahoo.com) from within the program, uploading or downloading images directly to and from the Internet.

Working with PhotoImpression 2000

Getting Started

1. Click **Start**.
2. Select **Program>ArcSoft PhotoImpression 2000>PhotoImpression 2000**.
The PhotoImpression 2000 Main Screen will appear.



Main Screen with Get Photo Button Selected

- **Options on the Main Screen:**

Command Buttons:

Get Photo - opens images from your Yahoo!® Digital Camera, an album (*Album*), a disk drive (*From File*), or from photos.yahoo.com (*Yahoo!® Photos*). You can also acquire images from TWAIN devices (*Camera/Scanner*), get screenshots (*Screen Capture*), and create new images from scratch (*Create New*).

Edit - brings up editing tools for manipulating images. Options include *Layers*, *Select & Crop*, *Retouch*, *Text*, *Enhance*, and *Effects*.

Create - brings up creative options, including *Frames & Edges*, *Cookie Cutter*, *Calendars*, *Greeting Cards*, and *PhotoFantasy*. It also allows you to access other programs (*Cool Software*).

Save - lets you save the current image (*Save*), save the image as a different file (*Save As*), attach the current image file to an email (a MAPI-compliant email program is required), and upload images to photos.yahoo.com.

Print - offers different printing options: one image per page (*Standard Printing*), multiple images of different sizes per page (*Multiple Printing*), and album printing (*Thumbnail Printing*).

View Controls:

Navigation Window - shows a miniature view of the current image. Even if you zoom in on the image, you will still be able to see the whole image in the *Navigation Window*. A box will appear on the image, enclosing the area that is currently shown on the main screen. You can drag the box in the *Navigation Window* to display specific areas on the *Main Screen*.

Magnification Controls - display the currently viewed size of the image as a percentage. They allow you to zoom in (+), out (-), or reset the image to its original, full size (1:1). The *Full Screen* icon (to the right of the 1:1 icon) allows you to display the image on the entire screen. You can get out of the full screen mode by pressing the *Esc* key on the keyboard.

Toolbar:

Resize Tool - resizes the image when the corner handles are dragged. You can also reposition the image by dragging it.

Freehand Rotate Tool - rotates the image when the corners are dragged.

Flip Horizontal Tool - applies a mirror effect to your image by flipping it.

Orientation Tool - rotates the image in 90-degree increments.

Undo Tool - cancels the last unsaved change you've made.

Redo Tool - reverses the last action you have undone.

Copy Tool - copies the selected area, layer, or photo into Clipboard memory.

Paste Tool - pastes the contents of Clipboard memory into the selected photo on a new layer.

Delete Layer Tool - deletes the currently selected layer.

Close Image Tool - closes the currently selected image.

Opening an Image from a Disk Drive

You can open an image that is stored on your hard drive, floppy disk, and CD-ROM, etc.

1. Click on *Get Photo* on the *Main Screen* and select *From File*. The *Quick Access List* will show recently opened files.
2. Click *Browse* if you want to open another image. An *Open* dialog box will appear.
3. Navigate to the drive and location of the file that you wish to open.
4. Highlight the file and click on *Open*.

Acquiring an Image From a TWAIN Device

PhotoImpression accepts images acquired via standard TWAIN devices.

1. Click on the *Get Photo* button on the *Main Screen* and select *Camera/Scanner*. A list of your TWAIN devices will appear.
2. Select the device you want to use.
3. Follow the procedures specific to your image-acquiring device to import the image into PhotoImpression. For your Yahoo!® Digital Camera, the steps are:
Get photo > Acquire > Yahoo Cam > Capture All

Working with Albums

Photo albums allow easy identification and access to images for viewing, editing, printing and emailing. It is important to remember that albums **do not** store images. When an album is created, thumbnails are generated and a reference to where the image files are located is recorded in the album file. For example, if a thumbnail is added into an album from a floppy disk, that floppy disk must be in the floppy drive in order to view the full image. Click on the *Get Photo* button on the *Main Screen* and select *Album* to see the album options.

• *Album Tools:*

Album Select - allows you to view your albums through a pull-down list. You can select "[New]" to create a new, blank album. You can give the new album a name by typing over the words "New Album" that come up.

Add - launches an *Open* dialog box that allows you to browse through your system to select files you'd like to add to the current album. You can add multiple files at once by holding down the *Ctrl* key while clicking on each file to be added. You can also add a range of files by holding down the *Shift* key while clicking on the first and last file (all files in between will be selected).

Search - launches a *Find* dialog box that allows you to find image files in an album or on your system.

Acquire - displays a list of TWAIN devices on your system. Selecting a specific device will run the respective driver for acquiring images.

Slide Show - launches the *Slide Show* dialog box with options that allow you to run a slide show of the images in the current album.

Sort - allows you to sort the thumbnails in your album by name, type, size, or date.

Delete - removes the selected thumbnail(s) from your album. You have the option of removing only the thumbnail or both the thumbnail and the image file. Removing the image file will delete it permanently from your drive.

Video Camera - captures an image from a Video For Windows compatible device. Once a device is selected, its software will automatically open and allow you to select or create photos to import into PhotoImpression. You may consult the documentation for the camera for more information on using the respective software.

Editing Images

Click on the *Edit* button on the *Main Screen* to display the various editing options.

- **Layers:**

The layer screen shows thumbnail images of each layer. The currently selected layer will have a highlight around the thumbnail. Toggling the green light above the thumbnail on and off displays and hides the layer, respectively. The slider above the thumbnail adjusts the transparency of the layer.

Note: An image can have multiple layers. You can retain separation of the multiple layers of an image only if it is saved as a PSF file.

- **Select & Crop:**

Rectangle Select Tool - allows you to select a rectangular area of an image.

Circle Select Tool - works the same as the *Rectangle Select Tool*, except a circle is drawn instead of rectangle.

Polygon Select Tool - allows you to make a “freehand” selection by clicking and dragging over the image in a desired path or shape. You can select a polygonal area by clicking on the points of the desired shape in a connect-the-dots fashion.

Magic Wand Select Tool - selects an area of your image based on color similarity.

Select Inverse Tool - inverts the selection on an image. For example, if you’ve created a rectangle selection, then used the *Select Inverse Tool*, the area selected would be outside of the box instead of inside.

Copy Selection as New Layer - creates a new layer out of the selected area.

Soft Edge Slider - gives cropped edges a warm fade based on the position of the slider.

Apply To All Layers - crops all image layers to the selected area when the checkbox is checked.

Crop - crops the image to only show areas that have been selected with the select tools.

- **Retouch (Tools):**

Brush Palette - offers various sizes for certain editing tools. The larger the brush size, the larger the affected area. The *Intensity Slider* adjusts the degree of effect applied.

Color Palette - offers various colors for use when painting or doing other color editing. The two color squares on the left of the *Color Palette* show you the active (top) and alternate (bottom) colors. You can change the alternate color to the active color simply by clicking on it.

Paintbrush Tool - turns the mouse pointer into a paintbrush tip and applies an opaque layer of the selected color to the current layer.

Pen Tool - works similar to the *Paintbrush Tool* but draws like a felt-tip pen or marker.

Airbrush Tool - simulates the effect of a spray can, putting a light layer of color on the active layer.

Eraser Tool - removes color on a layer, making it a transparent background (white).

Clone Tool - duplicates a selected area of an image to another location. Right-click the area that you’d like to clone. A plus sign (+) will appear. Move to the area that you’d like to paint over with the referenced location, and draw by holding down the left mouse button while moving over the desired area.

Smudge Tool - simulates a “smudge” effect by smearing the colors on the image.

Remove Red-Eye Tool - automatically reduces the red-eye effect common in flash photographs.

Blur Tool - smoothes rough edges.

Sharpen Tool - sharpens fuzzy areas.

Darken Tool - darkens the area that you draw over.

Lighten Tool - brightens areas you draw over.

Eyedropper Tool - lets you set a color on your image as the active color.

Bucket Fill Tool - selects an area that you click on, and based on color similarity, covers that area with the active color.

Pattern Fill Tool - fills a layer or image with a selected pattern.

Gradient Fill Tool - fills the current image or layer with a gradient from the alternate color to the active color. A gradient is a transition from one color to another, like a rainbow. Select the desired colors in the *Color Palette*, click at the point where you want the gradient to start, and drag to designate the length and direction of the transition.

- ***Text:***

When text is added, a new layer will be automatically created. Settings include font, style, size, and color. A shadow effect can be added, with controls for the degree of shadow readily available. You can even edit existing text at a later time.

- ***Enhance:***

Auto Enhance - automatically applies a variety of enhancements to fix common digital image problems.

Brightness and Contrast - allows you to adjust the brightness and contrast of the current layer.

Hue and Saturation - allows all the colors on the layer to be shifted by the same degree on the “color wheel” (hue), and adjusts the intensity of the colors (saturation).

Tone Adjustment - can be used to adjust the highlights, midtones, and shadows of the selected layer. It offers more control than the *Brightness and Contrast* enhancement.

Blur - decreases the contrast between adjacent pixels, creating a fuzzy effect over the entire layer.

Sharpen - pixelates the entire layer, eliminating smoother edges in the image.

Equalization - redistributes the grayscale or color values of the pixels in a photo evenly. The effects are varied depending on the photo, but in general, the lines in the highlight and shadow areas will be sharpened.

Negative - inverts the grayscale or color brightness values for the entire layer. This will make your image look like a photographic negative.

- ***Effects:***

PhotoImpression includes a variety of special effects to transform photos in interesting, novel, and unusual ways.

Clicking on a desired effect will automatically apply it to your photo. You can use the *Intensity Slider* to adjust the intensity of the effect. To keep the effect, click OK. To cancel the effect, choose any other effect or check a different button.

Creating Designs, Calendars, Cards, etc.

Click on the *Create* button on the *Main Screen* to see the create options.

- ***Frames & Edges:***

You can add a frame, edge, or border to an image by selecting the option you wish, and then clicking

Apply. (You can preview different options before settling on a particular one).

- ***Cookie Cutter:***

You can “stamp” out a template of your image by selecting the shape you want to use, and then clicking *Apply*.

- ***Calendars:***

You can create customized calendars by inserting your image into a calendar template. Select the month, year, and style that you want, and then click *Apply*.

- ***Greeting Cards:***

Several different styles of greeting cards are available for you to use with your images. Simply choose a style that you like, and click *Apply*.

- ***PhotoFantasy:***

You can create hilarious “fantasy” pictures from many templates in various categories. Simply select the template that you want, use the *Toolbar* to fine-tune your image within the fantasy template, and click *Apply* when you’re done.

Note: With ArcSoft PhotoFantasy, you have access to more templates and have the ability to easily create your own PhotoFantasy templates! Visit www.arcsoft.com for details.

- ***Cool Software:***

You can easily open images in your favorite image-editing programs from the *Cool Software* section. To add a program, click the *Add* button, and then browse through your computer to find the application file for the program you wish to add. A thumbnail representing the program will appear.

Saving Images

Once you’ve clicked on the *Save* button on the *Main Screen*, three save options will become available:

Save - saves the changes that you’ve made over the existing file.

Save As - allows you to save the file in a new location, with a new filename, and as a new file type.

Upload To Yahoo!® Photos - allows you to upload images to your Yahoo!® Photos storage room (provided that you’ve entered your Yahoo!® Photos username and password). Yahoo!® Photos is a free photo-sharing service site. For details, visit www.photos.yahoo.com

Emailing Images

If your mail program is MAPI-compliant, you can use PhotoImpression to open a new mail message and automatically attach the current image to it. Click on the *Save* button on the *Main Screen* and select *Email*.

Note: If your email program is not MAPI-compliant, or if MAPI is not enabled in the program, you will not be able to use this function. You can use the “insert” or “attach” function in your mail program to manually select the image file(s) for inclusion in an email.

Printing Images

PhotoImpression provides three different print options:

- **Standard Printing:** prints one image on a page. You can add a title, center the image and title, change the paper orientation, add a frame (a black outline) around the image, resize the image, and select the number of copies that you want printed.
- **Multiple Printing:** prints more than one image per page. There are several templates for you to choose from. Your albums will be displayed. You can easily drag and drop images from your album to specific areas on a selected template. You can change the space between the images on a template as well.
- **Thumbnail Printing:** prints contact sheets of thumbnails in your albums. You can print an entire album, or specific thumbnails you want from an album (hold down the *Ctrl* key on your keyboard and click on the thumbnails that you want printed). Choose between small, medium and large thumbnails, and the spacing between them. File names can be printed below the images, and you can preview every page.

ArcSoft VideoImpression™ 2000

User Guide

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Welcome to VideoImpression

ArcSoft VideoImpression is a powerful, easy-to-use video editing and presentation program designed for consumers and prosumers. It enables you to edit video clips and still images, and to combine them to create multimedia desktop video presentations for home, business, and even the Internet.

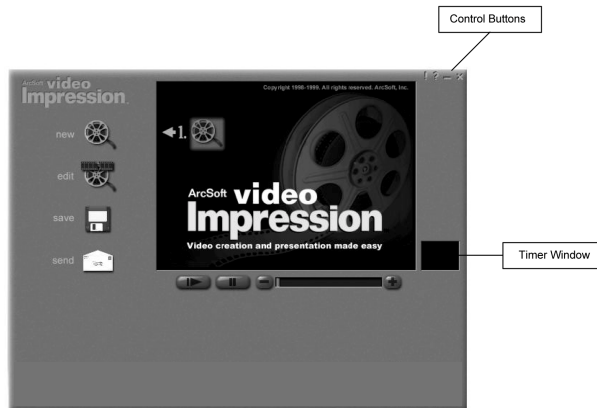
Highlights of VideoImpression

- **Intuitive graphical user interface and incredible ease of use** make the program extremely easy to learn – you can become productive in just a matter of minutes.
- **TWAIN-compliance** enables you to acquire images right off scanners and digital cameras and instantly turn them into a video presentation.
- **Albums** help you to organize video clips, still images, and even sound files visually on the desktop.
- **Built-in editing tools** allow you to adjust the brightness and contrast of images easily, within the program.
- **The easy-to-use text tool** lets you add catchy titles and captions to video presentations. You can choose any font type, size, style and color of your choice.
- **Easy-to-use controls** make running desktop video presentations a cinch. You can play, pause, and move forward/backward simply by clicking the mouse.
- **The Storyboard** enables you to arrange video clips, still images, and sound files in any sequence you desire. You can add various transition effects as well.
- **The built-in email capability** allows you to share your video creations with friends and family all over the world.
- **The context-sensitive online Help and Quick Start Tutorial** put help at your fingertip.
- **Support for popular file formats such as BMP, TIF, JPG, GIF, MPEG, AVI, and MOV as well as VFI (VideoImpression File) and EXE (VideoImpression mini-player).**

Working with VideoImpression 2000

Getting Started

1. Click *Start*.
2. Select *Program>ArcSoft VideoImpression>VideoImpression*.
The VideoImpression *View Screen* will appear as shown below.



The View Screen

- **Options on the View Screen:**

New - starts a new project, opens an existing one, and displays your albums.

Edit - takes you back to the *Storyboard* (only when you have a project open).

Save - saves your work as a movie file (you can select different file formats).

Send - allows you to email your movie files. (A MAPI-compliant email program is needed for this option.)

Video Playback Controls - give you the ability to play, pause, and move forward/backward to specific frames in your movies.

Timer Window - shows the current frame and the elapsed time within the video. It becomes active when a movie is opened (it will appear as a black box when no movie is open).

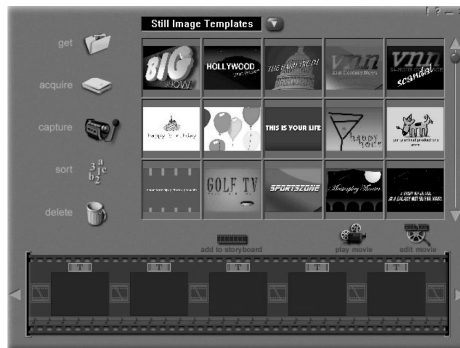
Control Buttons - *Tips* ("!") toggles pop-up tool tips on/off. When on, icon names will pop-up when you move your mouse over an icon. *Help* ("?") launches *VideoImpression Help*. You can learn more about program functions and procedures by using *Help*. *Minimize* ("-") moves *VideoImpression* to the background and places it in the Windows taskbar. *Close* ("x") closes *VideoImpression*.

Note: You can view the *Help* topic for any screen or button by right-clicking and selecting "Help."

Working with Albums

You can create movies by placing image and movie files onto the *Storyboard* from various *Albums*. To create a movie, do the following:

1. Click on the *New* icon from the *View Screen*. This will take you to the *Album Screen*.
2. Use the options on the *Album Screen* to construct your movie. (See “*Options on the Album Screen*” below)



Album Screen

- ***Options on the Album Screen:***

Select Album - (This button is located immediately to the right of the album name) lets you choose the album you wish to view or work from. Selecting “New” will bring up a new, empty album. You can name/rename an album by clicking in the box with the album name and typing over the existing text.

Get - opens a window that allows you to browse through your computer to add image, movie, or audio file thumbnails to the current album. You can add thumbnails for supported file formats on your hard drive or any removable media (diskettes, CDs, etc.).

Acquire - enables you to get images from TWAIN devices like digital cameras and scanners. After clicking this icon, select the device you’d like to use, and follow the procedures provided for that device.

Capture - allows you to acquire video from a video source.

Sort - offers you options to arrange your thumbnails for easy management.

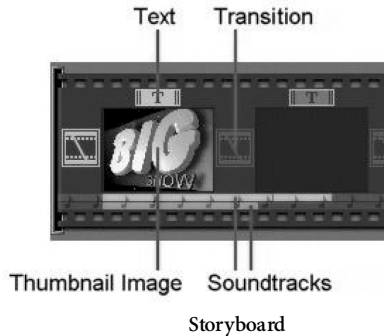
Add To Storyboard - places the currently selected thumbnail on the next available frame on the Storyboard. (*Note: You can also add an image to the Storyboard by clicking and dragging the thumbnail to it.*)

Play Movie - takes you back to the *View Screen* where you can play, save, and email your movie.

Edit Movie - allows you to modify movie or still image files. You can add text as well.

Working with the Storyboard

The *Storyboard* shows you each step or part of the movie that you're making. Remember, you can add a thumbnail to your *Storyboard* by drag-n-drop, or by highlighting a thumbnail and clicking on the *Add To Storyboard* icon. You can rearrange thumbnails on the *Storyboard* by drag-n-drop as well.



- **Options on the Storyboard:**

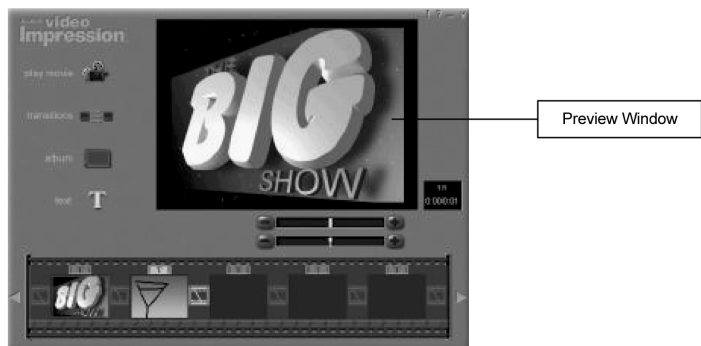
Text - is highlighted if there is text added to the respective thumbnail. You can add text by clicking on the thumbnail and then the *Edit Movie* icon.

Transition - is an effect that is applied as scenes in your movie change. You can add a transition by double-clicking on a *Transition* icon between two thumbnails, or by clicking on the *Transition* icon when editing a still image or video file. This will take you to the *Transition Screen*, where you can choose from several transitions in different categories. You can simply drag the transition you want to the desired location, before or after a thumbnail on the *Storyboard*.

Thumbnail Image - displays a still image file, or the first frame of a movie file, for a specific area on the *Storyboard*. You can edit a movie or still image file by clicking on its thumbnail, and then on the *Edit Movie* icon.

Soundtracks - show audio files that will play during the movie. You can add up to two different audio files for simultaneous playback. You can rearrange the audio files by dragging them to the desired location. You can add audio files to the *Storyboard* the same way that you add still image and movie files.

Editing an Image



Still Image Edit Screen

- **Options on the Edit Screen for Still Images:**

Play Movie - takes you back to the **View Screen** where you can play, save, and email your movie.

Transitions - takes you to the **Transitions Screen** (See “Options on the Storyboard”).

Album - takes you to the **Album Screen** (See “Working with Albums”)

Text - allows you to add text to images. You can select the font type, style and size. You can also apply effects to the text, and adjust their duration.

Brightness Slider - allows you to change the brightness of an image. This is the top slider below the preview window.

Contrast Slider - lets you adjust the contrast of an image. This is the bottom slider below the preview window.

Editing a Video



Movie File Edit Screen

- **Options on the Edit Screen for Video Files:**

Play - starts the video.

Pause - stops the video. Clicking the button again resumes play.

Previous Frame (-) - moves the video back one frame.

Next Frame (+) - moves the video forward one frame.

Playback Slider - shows a marker that moves across the slider as the video plays.

Start Mark - allows you to set where you want the video to begin (the green mark).

End Mark - lets you set where you want the video to finish (the red mark).

Note: You can also adjust the start/end time by right-clicking the video and selecting “Settings.”

Printing a Still Image from a Video File

1. From the *Edit Screen*, select the video frame you want to print.
2. Right-click the video and select “Print.”

Saving a Movie

1. Click on *Save* on the *View Screen*.
2. In the *Save As* window, select the drive and folder that you want to save the movie to. Give the file a name, and select what type of movie you want to save it as.
3. Click *Okay* to save, or *Cancel* to abort.

AVICreator User Guide

AVICreator User Guide

AVICreator is a small utility that can download movie files user captures in Video Mode and save them as AVI files. By checking “Compression”, user will save movie files as compressed “MSVC” AVI files. Otherwise, the saved AVI files will just be uncompressed. User can start downloading and saving movies by clicking on “Create” button. If there is more than one movie on the camera, AVICreator prompts user to save them one by one. Click on “Quit” button exits the program.

After you capture video using the video mode of the camera, follow the steps below to save the movies as AVI files in your hard disk.

1. Start AVICreator application from the Start menu.
2. You have the option to click on the “Compression” Check Box. The resulted AVI file will have smaller size but less quality.
3. Click on “Create” button. A message box pops up and tells you how many video there are stored on your camera. If there is any video captured, it then starts downloading the first video clip. You will see a progress bar during downloading. After that, a “File Save As” dialog box appears and lets you to choose save directory and to enter file name for this movie. Then click on “Save” button on “File Save As” dialog box to finish saving movie as AVI file. If there is more than one video clip captured, the downloading and saving procedure is repeated until the last one is saved.
4. Click on “Quit” button or the close button on title bar to close AVICreator.
5. To view the saved AVI file, open windows explorer, go to the directory you chose for saving the file and double-click on the AVI file. Windows Media Player will play it back.

ArcSoft **Media
Browser** 2000

Full Version



Version 2.0

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INTRODUCTION

Welcome to ArcSoft MediaBrowser™ 2.0, the ultimate multimedia organizer that lets you store, manage and access important image, audio, video and even document files. Mastering MediaBrowser is easy! Simply create albums of your files and enter information in the customizable Information Fields. Then, choose from a wide variety of activities:

- **Find files easily** with the powerful Sort and keyword Search functions
- **Drag-and-drop files** within an album or into other albums
- **Organize your hard drive** by creating catalogs of all your multimedia files
- **Create self-running slide shows** of images to present or give to others
- **Send video postcards** with background images, video and audio
- **Archive and share important files** by copying and/or moving entire albums to floppy disks, CDs and other removable media
- **Make an HTML page of photos instantly** with the Make Web Album feature
- **Launch third-party programs** from MediaBrowser by dragging and dropping the appropriate files into the "Hotlink" bar
- **Print thumbnail albums** in different sizes with frames, borders and descriptions

This Quick Start Guide shows you how easy it is to get started in MediaBrowser! It contains a "Getting Acquainted" section to teach you the basics in MediaBrowser, as well as a section on "Using MediaBrowser" to take you through key activities and projects. You will find step-by-step instructions, tips and notes throughout this guide. In addition to this Quick Start Guide, you can learn more about MediaBrowser by using the program's online Help (located in the Help menu). Online Help provides easy-to-find information on specific features and commands, and is most helpful when printed out. For important notices about MediaBrowser, please review the ReadMe documentation located in the MediaBrowser directory.

Supports:

- Popular multimedia formats including BMP, TIF, JPG, GIF, PCD, PCX, TGA, FlashPix, AVI and WAV
- TWAIN-compliant devices
- CD-Recorder or CD-Rewriteable drives
- ArcSoft Zipshot and other video capture devices or cards
- Video for Windows-compliant devices
- Sound cards

GETTING ACQUAINTED

Important Terms

- **Left and Right Clicking** - Throughout this guide, you'll be asked to use both the left and right mouse buttons. In general, "click" means "click once on the left mouse button". "Right-click" means "click once on the right mouse button". "Double-click" means "click twice on the left mouse button".
- **Album Thumbnails** - Thumbnails are small visual representations of actual files. Right-click on a thumbnail to view file properties (the location and size of a file, and the date it was created). By deleting a file or moving it to a new location, the existing thumbnail will no longer be linked to that file. Therefore, you would need to create a new thumbnail for the new file location. Likewise, if you double click on a thumbnail to open an image on a floppy, without the floppy in the drive, you will not be able to access the image.
- **Shift/Control Keys** - Use these keys to make more than one selection at a time. To select multiple sequential thumbnails in an album, click on the first thumbnail, hold down the Shift key, then click on the last thumbnail. To select multiple non-sequential thumbnails in an album, click on one of the thumbnails, hold down the Control key, then click on all other thumbnails.

The Basics

This section shows you the basics of using an album in MediaBrowser. Follow these steps in order while referring to Fig. 1.



Fig.1 **MediaBrowser Application Window**

1. Open a new album

There are two ways to open a new empty album. You can either start MediaBrowser, which automatically defaults to opening a new album. Or, if you are already in MediaBrowser you can click on the Album Title Menu and select the album titled [New].

2. Add files to the album

MediaBrowser represents the following files as thumbnails in the album: BMP, TIF, JPG, GIF, PCD, PCX, TGA, FlashPix, AVI and WAV. In addition, you can include documents, spreadsheets and other files in an album to create a "storyboard" of related files.

- a. Click the Add Tool from the Tool Bar. The Add to Album dialog box will appear.

Note: The default Files of Type category is "All Image Files". This automatically displays image file types such as BMP, TIF and JPG. Similarly, the default Look In directory is "Photos", which displays sample MediaBrowser images.

- b. *Add one image* by clicking on one of the sample MediaBrowser files. Click Open.
- c. Click the Add Tool again.
- d. *Add several images* by holding down your Shift or Control key while clicking on different files. Click Open.
- e. Click the Add Tool again.
- f. *Add non-image files* by changing the Files of Type category to "All File Types". This allows files other than images (e.g. DOC, TXT, XLS, HTML, MPEG) to be inserted in your album. Select one or more of these files, then click Open.

Note: MediaBrowser supports standard variations of the following image file formats: BMP, JPG, GIF, PCD, PCX, TGA and FlashPix. However if one of your images does not open, it may be an uncommon variation that MediaBrowser does not support. If this is the case, try opening the file with the software that created it. Save the file in a common file format.

3. Add images to the album using a TWAIN device

If you do not have a digital camera, scanner or other TWAIN device, you may skip to the next step.

- a. Click the Acquire Tool from the Tool Bar. The Select Source dialog box will appear, listing all TWAIN devices installed on your system.
- b. Click the device you want to use. Click Select. A TWAIN interface with acquiring options specific to your device will appear. (For instructions on acquiring, consult the manual that came with your TWAIN device.)
- c. Acquired images will automatically be added to your current album.

4. Save the album

Always remember to save your changes! Click the Save Tool from the Tool Bar to save your current album. For learning purposes, name the album you just created TEST, then click OK.

5. Open an existing album

To view and open other available albums, click on the Album Title Menu. For learning purposes, select the sample album titled PHOTOS. Your screen should look similar to the one pictured in Fig. 1 (although you may have more rows of thumbnails depending on the resolution setting of your monitor).

6. Add descriptive text

To document important information about a file and make it easy to sort and search, add descriptive text to the Information Fields and customize the Label Names. *See Fig. 1.*

- a. Using the current album, click on any thumbnail.
- b. The default label names should read Title, Date and Description. To customize, click on Label Names from the Album Menu. Type "Today's Date" instead of "Date", then

click OK. The album will show the change.

- c. In the Information Fields, enter up to 3 lines of descriptive text.
- d. Click the Save Tool to save your changes.

7. More Cool Features

See online Help for information on how to use...

- **Delete** - lets you delete files from the current album
- **Delete an Album** - lets you delete the current album and its contents
- **Rename an Album** - lets you give the current album a new name
- **Duplicate an Album** - lets you make a copy of the current album while retaining its original
- **Capture** - lets you capture still images, video and audio
- **Record Audio** - lets you record audio WAV files that can be attached to image files
- **Album Properties** - displays helpful information about the current album including: the name of the album, number of thumbnails, size of the album, total size of files in the album and a description.
- **File Properties** - displays the image file location, image size (in pixels), file size (in bytes) and file date.

Now that you know the basics in MediaBrowser, you are ready to start “Using MediaBrowser”!



USING MEDIABROWSER

Here you will be shown step-by-step instructions for accomplishing key tasks and projects in MediaBrowser:

- Find your file using the Sort and Search features
- Archive your files by copying them to a different location
- Create a Slide Show
- Create a Web Album
- Create a Video Postcard
- Set up and use the Application "Hotlink" bar
- Use the MediaBrowser Image Editing Tools
- Print your selected images or the entire album

Find your file using the Sort and Search features

Sort and Search offer you a variety of ways for locating files.

- **Sort** organizes files in your current album by Name (of file), Type (of file format), Size (of file), Date (of file creation), Description (or the third Information Field) or Reverse order (of these sort options).
 1. Open the album you want to organize.
 2. Click Sort from the Edit Menu. Choose from the available sort options.
 3. Click Exit. The album will automatically be sorted.
- **Search** looks throughout selected albums for a particular file(s). It then moves your search results to another album.
 1. Click Search from the Image Menu. A Search dialog box will appear.
 2. Under "Search In", choose the album you want to search. To choose more than one album, hold down the control or shift key while making your selection.
 3. Under "Store In", choose the album for storing your search results.

4. Under "Search For", type the keyword.
5. Under "Search Field", select where the keyword should appear.
6. Click Search. The search results will appear in the designated "Store In" album.
7. Click the Save Tool if you want to save the new album.

Archive your files by copying them to a different location

The "Copy Image(s) To" command lets you easily make backups of your files on floppy disk or removable media, without changing the thumbnails or original locations of the files.

1. Open the album containing the files you want to move.
2. Click once on the first thumbnail to select it. While holding down the shift key, click once on the last thumbnail. All thumbnails will be selected. (To select only certain images, use your control key instead of your shift key.)
3. Click Copy Image(s) To from the Image Menu.
4. Click the Browse button to specify where you want the files copied.
5. Click Copy to confirm.

Note: In addition to the "Copy Image(s) To" command, there are other options for creating backups of your important files. The "Move Album" command moves (not copies) all files in the current album from their current locations to a new directory. This command also updates the thumbnails accordingly. The "Copy Album" command makes a copy of the current album and its thumbnails, while leaving files in their current locations. (*For information on these commands, see online Help.*)

Create a Slide Show

Create and save a full-screen multimedia presentation of images with transitions, titles, and music or narration. Slide shows will run on any Windows 95, 98 or NT 4.0 system.

1. Open the album containing the files you want to present in a slide show.
2. Click the Make Presentation Tool from the Tool Bar. Choose "Create a Slide Show". A "Wizard" will take you through the creation process.
3. Follow the instructions on selecting your images and adding audio. Click Next after each selection.

Tip: To select more than one image for your slide show, hold down your control key while clicking different images.

Note: When adding audio to your slide show, you will need to choose one of the following options:

- **Play Single Audio File** - includes a selected WAV audio file and synchronizes the slide show to match the length of the audio. This is best for adding background music or narration that doesn't need to match exactly to any particular slide.
- **Play Attached Audio Files** - includes any WAV files attached to images.
- **No Audio** - ignores any attached audio files and includes only the pictures.

See online Help for more information on the Audio feature.

4. Once you see the Select Destination window, specify where you want to save your slide show - either to a disk, blank writeable CD-ROM or another directory.
5. Click Finish. Your slide show will be saved to the specified location as an EXE file. Copies of the slide show contents (the image files) will also be created and saved to the same directory.

Tip: MediaBrowser will save one slide show and its contents per directory. Therefore, to create multiple slide shows, you should make separate directories for each show and name them accordingly.

Tip: Add each slide show to your "Hotlink" bar for quick access to all your presentations.

6. To play the slide show locate the EXE file and double-click on it. The Slide Show dialog box will appear with the following options:

- **Auto-loops** - plays the slide show in a continuous loop
- **Effects** - presents a transition effect between images
- **Seconds** - lets you specify how long each image is displayed on the screen

Once you have chosen your settings, press OK to begin the slide show.

During the slide show, press the Enter key at any time to manually advance to the next slide. Press the Esc key to stop the slide show.

Note: If you experience problems in playing the slide show, make sure the EXE file and all slide show contents are contained in the same directory.

Create a Web Album

Lets you create an HTML web page of thumbnails to display on any web browser (e.g. Netscape Navigator or MS Internet Explorer).

1. Open the album containing the thumbnails you want to include on your web page.
2. Click the Make Presentation Tool from the Tool Bar. Choose "Make Web Album". A "Wizard" will take you through the creation process.

3. Follow the instructions on selecting your thumbnails, designing your layout and selecting the text to be displayed. Click Next after each selection.

Tip: To select more than one image for your slide show, use your shift/control keys.

4. Once you see the Select Destination window, specify where you want to save your web album - either to a disk, blank writeable CD-ROM or another directory.
5. Click Finish. Your web album will be saved to the specified directory as an HTML file. Copies of the web album contents (the image, audio, video and text files) will also be created and saved to the same directory.

Tip: MediaBrowser will save one web album and its contents per directory.

Therefore, to create multiple web albums, you should make separate directories for

each web album and name them accordingly.

6. To view the web album, locate the HTML file and double-click on it. This will automatically open the file within your web browser. Or, you can open your web browser first, click on File/Open, and then locate the HTML file.

Note: If you experience problems in viewing the web album, make sure the HTML file and all web album contents are contained in the same directory.

Create a Video Postcard

Design digital "postcards" containing video, audio, images and text.

1. Click the Make Presentation Tool from the Tool Bar. Choose "Create a Video Postcard". A "Wizard" will take you through the creation process.
2. Follow the instructions on selecting a template, writing a postcard message and selecting your video (AVI, MPEG or MOV) file. Click Next after each selection.
3. Once you get to the Select Destination window, specify where you want to save your postcard - either to a disk, blank writeable CD-ROM or another directory.
4. Click Finish. Your video postcard will be saved to the specified location as an EXE file. Copies of the postcard contents (the video and image or background files) will also be created and saved to the same directory.
5. To play the postcard, locate the EXE file and double-click on it.

Note: If you experience problems in playing the postcard, make sure the EXE file and all postcard contents are contained in the same directory.

Set up and use the Application "Hotlink" bar

Launch files right into your favorite programs using MediaBrowser's "Hotlink" Application bar. Just create shortcut icons of your programs in the "Hotlink" bar, then drag your desired file to the icon.

1. Click Setup Applications from the Album Menu, or right-click on an empty area of the "Hotlink" bar. The Setup Application dialog box will appear.
2. Click Select to locate the EXE file of your desired application. For learning purposes, choose a digital imaging program such as ArcSoft PhotoStudio (pstudio.exe). (If you do not have an imaging program, your Internet browser can also open images; use Iexplorer.exe for Internet Explorer or Netscape for Netscape Navigator.) Click Open.
3. Type a description in the Name field, such as TESTAPP. Click Add. An icon representing TESTAPP will appear in the "Hotlink" bar.
4. Open an album containing the image you want to drag into TESTAPP.
5. Place your cursor on the thumbnail. Hold down the left mouse button and drag the thumbnail to the TESTAPP icon. Your image will automatically open in TESTAPP.

Tip: To launch an application from the Hotlink bar, simply click once on its icon.

Note: MediaBrowser's "Hotlink" bar is compatible with many popular programs including desktop publishing, image editing, word processing and Internet browsing applications. However, if a thumbnail is dragged to a program that is not compatible with that program, the application may not open the file. (For example, a BMP image file cannot be dragged into MS Word. The file must be a DOC file.)

Use the MediaBrowser Image Editing Tools

MediaBrowser gives you convenient, easy-to-use tools for editing and enhancing your selected image.

1. Double-click on the image thumbnail that you want to edit. The edit window will



appear with the following options. (Make as many edits as you need.)

- **Crop Tool** - discards the portion of the image surrounding the "crop selection box". Click the Crop Tool. Draw a crop selection box by placing your cursor where you want to start the "corner" of the box. While holding down the left mouse button, drag the cursor to the opposite "corner". Let go of the mouse when you have drawn your desired box. (*To center the box on the image, see "Center Crop Area Tool".*) To crop the image, right-click inside the box.
- **Rotate Tool** - turns the entire image clockwise or counter-clockwise. Click the Rotate Tool. Place your cursor on the image. Hold down the left mouse button to "grab" the image. Then rotate the image to any position. Let go of the mouse when you are finished.
- **Adjust Brightness Tool** - adjusts the brightness of the image. Click the Adjust Brightness Tool. Use the slide bar to apply the effect.
- **Adjust Contrast Tool** - adjusts the contrast of the image. Click the Adjust Contrast Tool. Use the slide bar to apply the effect.
- **Adjust Saturation Tool** - adjusts the color saturation of the image. Click the Adjust Saturation Tool. Use the slide bar to apply the effect.
- **Center Crop Area Tool** - works in conjunction with the Crop Tool to center the "crop selection box". Once you've drawn your box with the Crop Tool, use the Center Crop Area Tool to center the box on the image. To crop, right-click inside the box.
- **Zoom In Tool** - zooms in on the image for a closer look. Click the Zoom In Tool as many times as needed.
- **Zoom Out Tool** - zooms away from the image. Click the Zoom Out Tool as many times as needed.
- **Sharpen Image Tool** - sharpens areas that appear fuzzy. Click the Sharpen Image Tool. Use the slide bar to apply the effect.

- **Undo Tool** - removes the last edit made. Click the Undo Tool. The last change made to the image will automatically be undone.
 - **Record Audio Tool** - lets you record and attach an audio WAV file to the image. Click the Record Audio Tool. The Audio Capture dialog box will appear. Use the tape recorder-like features to record from a microphone (*See online Help for more information on capturing audio.*) Click the "X" button to exit the audio window.
 - **Play Audio Tool** - plays the WAV file attached to the image. (If a WAV file is not attached to the image, this tool will be unavailable.) Click the Play Audio Tool.
2. Once you've edited your image, click the "X" button in the top right corner to exit the edit window. You will be prompted to Save (using the same file name), Save As (using a different file name), or Don't Change.
 3. If you choose Save or Save As, right-click on the album thumbnail you just edited and select Refresh to update it.

Print your selected images or the entire album

The Print command offers you many options for creating customized printouts of your images with frames, borders, backgrounds and descriptions.

1. Open the album containing the image(s) you want to print.
2. Click on the image you want to print. Use your shift/control keys to select multiple images.
3. Once you've selected your images, click Print from the Album Menu. In the Print dialog box, several printing options will appear:
 - **Print Context** - lets you print all the thumbnails in the album, just the selected thumbnails, or a range based on the placement of thumbnails in the album.
 - **Print Banner** - lets you include descriptions or names at the top (Header) and bottom (Footer) of each printed page.

- **Print Quality** - determines the quality of your printout. Low Quality is recommended for fast printing and test printouts. High Quality is recommended for the best color/sharpness.
 - **Print Size** - lets you print your images in different sizes. On a standard 8.5" x 11" sheet of paper, you can print up to 16 Small, 9 Medium or 4 Large images.
 - **Print Description Text** - when selected, this option will print the text from the Information Fields below the corresponding image.
 - **Print Uniform Image Size** - when selected, this option will crop images to fit a uniform print size for all of the images. This will create a unified look for the entire album.
 - **Print Page Number** - when selected, the page number will appear at the bottom center of each page.
 - **Print Multimedia Thumbnails** - when selected, both image and non-image thumbnails will print.
 - **Frame Options** - lets you add a frame and/or background to your images. To view the available frames and backgrounds, drag the slide bar and click on your desired choice.
 - **Preview** - shows you how your printout will look.
 - **Print** - begins printing your page with the selected print options.
 - **Print Setup** - lets you change printers and printer settings.
 - **Exit** - lets you exit without printing.
4. Once you have selected your print options and are ready to print, click the Print button.

Full Version

ArcSoft **photo**
Montage 2000



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INTRODUCTION

Welcome to ArcSoft PhotoMontage 2000, the unique imaging entertainment program that lets you turn your favorite digital photos into an eye-catching masterpiece of digital art. Begin by choosing a main photo, such as a person's face. Then choose the "micro-image" collections with which to build your creation. In just minutes, you will see thousands of miniature images miraculously combine to form a mosaic-like "montage" of your main photo! Using your color inkjet or laser printer, you can create high-quality mini-posters of your montage for friends and family. Or access ArcSoft's online web services to make full-size posters and other unique digital imaging gifts.

Special features allow you to:

- **Turn** your montage into a "game" by including a "Hidden Treasure"
- **Personalize** your montages with a "Signature"
- **Organize** all your digital photos into easy-to-use "photo-albums"
- **Enhance and crop** your photo *before* you turn it into a montage
- **Build and customize** your own collections of micro-images
- **Combine** micro-images from various ArcSoft CD collections
- **Zoom in** on your finished montage for a detailed view
- **Instantly link** to ArcSoft's cool PhotoMontage web page
- **Acquire images** from digital cameras, scanners and other TWAIN-compliant devices
- **Save your montage** in popular file formats including BMP, TIF, JPG, GIF, PCX, TGA and FlashPix

About This Guide

This **Quick Start Guide** shows you how easy it is to make a montage. The first section, “Getting Acquainted”, introduces you to important terms, screens and controls. The next section, “Creating A Montage”, is a tutorial that takes you through the montage building process. Step-by-step instructions, pictures and helpful tips are provided throughout these two sections. This guide also contains a "Special PhotoMontage Services" section to offer you unique program add-ons such as online poster printing services and a library of CD micro-image collections.

Additional Documentation

In addition to this Quick Start Guide, you can learn more about PhotoMontage by using online Help. Online Help provides easy-to-find information on specific commands and features, and is most helpful when printed out. To access online Help, click the “?” button at the top right corner of any screen. To use context-sensitive online Help, right-click on any item on the screen and you will go directly to that particular topic in online Help. For important notices about the program, please review the ReadMe file located in the Start Menu under Programs/ArcSoft PhotoMontage/ReadMe.

GETTING ACQUAINTED

Important Terms

- **Main Photo** - The single image chosen as the subject of a montage.
- **Micro-images** - The small photos used to build a montage. In general, the more micro-images you use, the sharper the detail in your finished creation.
- **Collection** - A group of micro-images. A collection can be created from your own digital images or pre-made by ArcSoft on a CD. (Your PhotoMontage CD contains a starter collection called the “Mega Collection” for you to use. *For information on obtaining additional CD collections, see “Special PhotoMontage Services” on page 69.*)
- **Montage** - The final image made up of many micro-images. “PhotoMontage” refers to the program.

Main Screen

The Main Screen acts as your “homebase” in PhotoMontage. It contains buttons that let you access the other screens, save your montages and make printouts. It also contains a Main Display Area so you can view “before”, “after” and detailed versions of your finished montage. *Please refer to Fig. 1 when reading this section.*

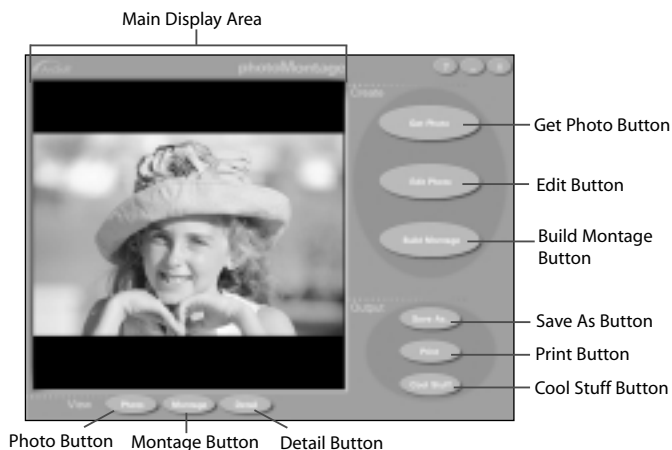


Fig.1 **Main Screen**

Get Photo Button - takes you to the Get Photo Screen, where you can choose your main photo as well as create and update a photo album.

Edit Photo Button - takes you to the Edit Screen, where you can crop and adjust the brightness and contrast of your main photo.

Build Montage Button - takes you to the Build Screen, where you can select the settings and collections for building your montage.

Save As Button - opens the standard Windows Save As dialog box so you can save your main photo or montage. To save, first click the Photo Button or Montage Button to view what you want to save, then click the Save As Button. Type a filename and choose the format. Click Save.

Tip: To decrease the file size of your montage, save in a compressed format like JPG. To preserve image quality, save the picture in an uncompressed file format like BMP or TIF. *(For more information on file formats, please refer to the ReadMe file.)*

Print Button - opens the standard Windows Print Setup dialog box so you can select printer settings and begin printing your main photo or montage. To print, click the Photo or Montage Button to view what you want to print, then click the Print Button. Once you have chosen your settings, click Print.

Cool Stuff Button - opens the "Special PhotoMontage Services" screen, which introduces you to program add-ons. These include a poster printing service, a library of micro-image collections and other cool digital imaging gifts. To take advantage of these

services, select the screen's online option that instantly launches your web browser. Or manually visit our digital imaging web site at <http://www.photoisland.com>. (See "*Special PhotoMontage Services*" on page 25.)

Photo Button - shows your main photo in the Main Display Area.

Montage Button - shows the montage that you have just rendered in the Main Display Area.

Detail Button - shows a full-screen, close-up view of your montage. In this view, you are also given Zoom In/Out controls and a hand cursor to pan around your montage. To pan, simply click and drag in the direction that you want. To exit this full-screen view, press your ESC key or click the "x" button.

Main Display Area - shows your main photo, before and after it has been rendered.

Get Photo Screen

Clicking the Get Photo button in the Main Screen takes you to the Get Photo Screen. Here you can choose the main photo for your montage. You may also create a new album and add and remove thumbnails from the album. *Please refer to Figure 2 when reading this section.*

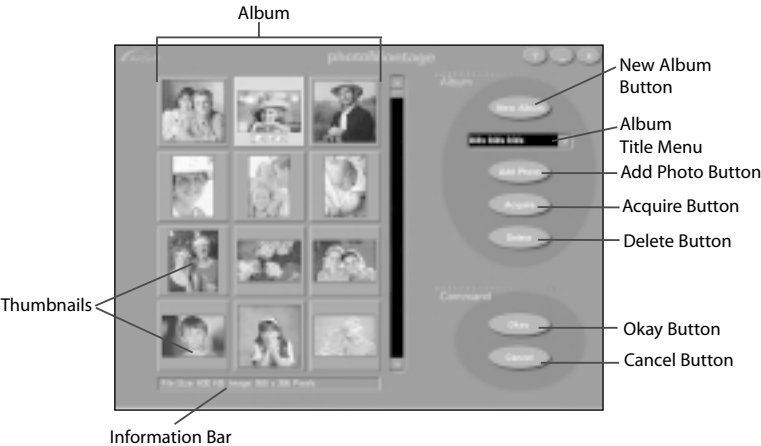


Fig.2 Get Photo Screen

Album - a “photo album” that can contain up to 200 thumbnails. By naming and organizing albums appropriately, you will be able to easily find your photos. *To create and name a new album, see the term “New Album Button”.* To organize an album, simply drag and drop thumbnails to their desired locations.

Note: The currently open album is referred to as your “active” album.

Thumbnails - small, visual representations that act as links to actual image files. *To create a thumbnail, see the terms “Add Photo Button” and “Acquire Button”.* To designate a photo as a hidden treasure or signature, right-click on the corresponding thumbnail and select the appropriate option. To select a main photo for your montage, click on the corresponding thumbnail and click the Okay Button. (Or double-click on the thumbnail.) The main photo will automatically appear in the Main Display Area in the Main Screen.

IMPORTANT! By deleting a thumbnail’s corresponding image file or moving the image file to a new location, you remove the link between the file and the thumbnail. This means you can no longer open the file by double-clicking on its original thumbnail. Likewise, if you double-click on a thumbnail to open an image on a floppy, be sure the floppy is in the drive. Otherwise, your system will give you an error message stating it cannot find and open the image file.

Tip: At any time you can view the properties of an image. To do this, just position your cursor over the corresponding thumbnail. The filename will appear below the thumbnail, while the file size and dimensions appear in the Information Bar.

Information Bar - displays the file size and dimensions of an image.

New Album Button - generates a new empty album to which you can add thumbnails. The default new album name will be “Untitled - #”. To rename, highlight and type over the name in the Album Title Menu.

Album Title Menu - provides a list of existing albums. To select and display the contents of an album, click on the down arrow. Then click on your desired selection. To rename the album, highlight and type over the name.

Add Photo Button - opens the Windows Open dialog box from which you can select image files to add to your active album. In the Open dialog box, locate and select your image(s), then click Open. New thumbnails of your images will be added to the active album.

Tip: To select multiple sequential images, click on the first filename, hold down your Shift key, then click on the last filename. To select multiple non-sequential images, click on one of the filenames, hold down your Ctrl key, then click on the other filenames.

Acquire Button - lets you acquire images from a digital camera, scanner or other installed TWAIN-compliant device into the active album. To acquire, click the Acquire Button. When the Select Source Dialog Box appears, click on your desired device and click Okay. Acquiring options specific to your device will appear. *(For more information, consult the manual that came with your TWAIN device.)*

Delete Button - lets you remove the selected thumbnail(s) and the corresponding image file(s) from the active album.

Tip: To select multiple sequential thumbnails, click on the first thumbnail, hold down your Shift key, then click on the last thumbnail. To select multiple non-sequential thumbnails, click on one of the thumbnails, hold down your Ctrl key, then click on the other thumbnails.

Note: To delete an album, simply delete all thumbnails within the album. When you exit this Get Photo Screen, the album title will disappear from the Album Title Menu.

Okay Button - returns you to the Main Screen and places the selected photo in the Main Display Area.

Cancel Button - returns you to the Main Screen, without placing your selected photo in the Main Display Area.

Edit Screen

Clicking the Edit Photo Button in the Main Screen takes you to the Edit Screen. This screen gives you easy-to-use tools for cropping and enhancing your main photo. Please refer to Fig. 3 when reading this section.

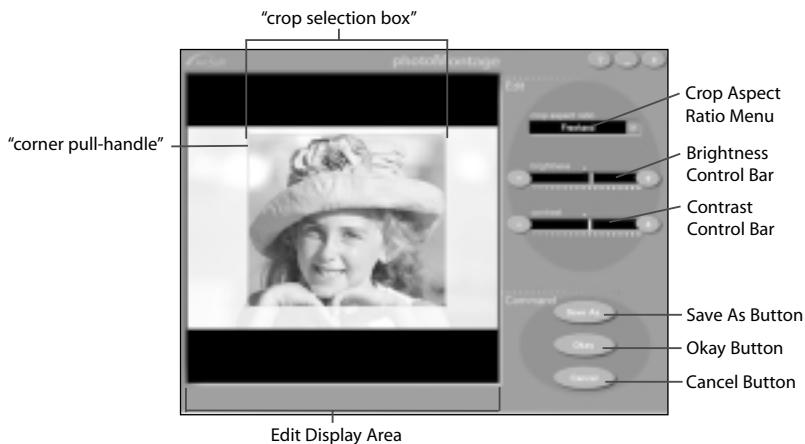


Fig.3 **Edit Screen**

Edit Display Area - displays the image to be cropped and enhanced. This area also contains a "crop selection box" and "corner pull-handles" for resizing the box.

Crop Aspect Ratio Menu - lets you discard unwanted portions of your photo and make the photo a certain size or shape. You may manually crop your photo (Freehand) or choose a crop aspect ratio such as square (1:1), portrait (2:3, 3:4, 3:5, 5:7) or landscape (3:2, 4:3, 5:3, 7:5).

To designate the area that you want to crop:

1. Click the down arrow until you find your desired ratio.
2. To adjust the size of the crop selection box, drag the corner pull-handles with your cursor. The portion you want to discard will be grayed out.
3. To move the crop selection box to the desired location, place your cursor inside the box and drag the hand cursor that appears.

Brightness Control Bar - lets you increase or decrease the brightness of your entire photo. To adjust, slide the bar to the right or left.

Contrast Control Bar - lets you increase or decrease the contrast of your entire photo. To adjust, slide the bar to the right or left.

Save As Button - opens the standard Windows Save As dialog box so you can save your modified photo.

Tip: To keep your original photo, save your modified photo under a different name.

Okay Button - returns you to the Main Screen and places your modified photo in the Main Display Area.

Note: This command does not permanently save your modified photo. To permanently save changes, first use the Save As Button.

Cancel Button - returns you to the Main Screen without applying or saving any changes made.

Build Screen

Clicking on the Build Montage Button in the Main Screen takes you to the Build Screen. This screen contains several options for preparing your micro-images for rendering. It also contains a Setup Button to take you to the Collection Setup Screen. *Please refer to Fig. 4 when reading this section.*

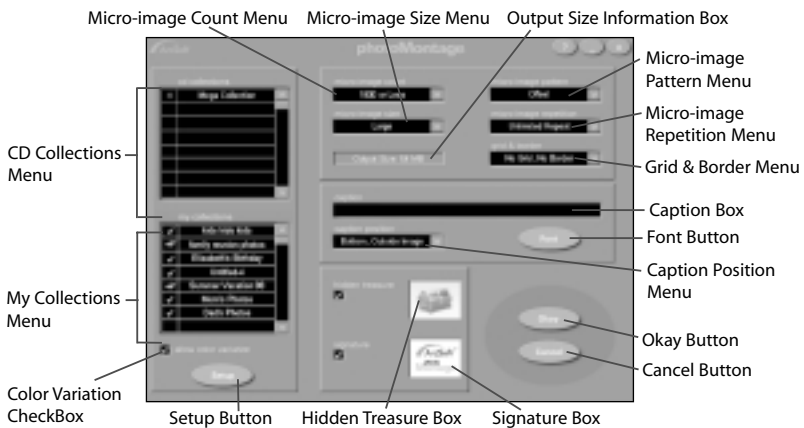


Fig.4 **Build Screen**

CD Collections Menu - displays your installed CD micro-image collections. (The “Mega Collection” included on your PhotoMontage CD will be listed in this menu.) To browse through these CD collections, click the menu up/down arrows. Include as many CD collections as you want in your montage by clicking on each desired title. You may indicate the priority of usage of each collection. Three clicks indicate highest priority, meaning that particular collection will be used more often than a collection with a priority of one click.

Tip: It is a good idea to keep all of your ArcSoft PhotoMontage CD's readily available because you may be prompted at any time to insert them into your CD-ROM drive.

My Collections Menu - displays micro-image collections that you have created from your album list. You may include up to five collections in your montage by clicking on each desired title. Three clicks indicate highest priority, meaning that particular collection will be used more often than a collection with a priority of one click. To create new collections or delete existing ones, click the Setup Button.

Allow Color Variation Checkbox

Create beautiful montage posters using the Color Variation feature. PhotoMontage will automatically adjust the color of each micro-image to perfectly match the original color of your main photo. You can even create a montage using a single favorite image – PhotoMontage will repeat and adjust the color of that single image to render your final masterpiece. Customize your montage using a company logo, school portrait, picture of your favorite pet, sports logo and more.

Setup Button - takes you to the Collection Setup Screen (*see page 20*).

Micro-image Count Menu - lets you specify the total number of micro-images in your montage. Choices range from approximately 600 to 2000 micro-images. The higher the number, the better the detail of your montage and the larger the output file size.

Micro-image Size Menu - lets you choose between small and large micro-images. The larger the size, the larger you can print while maintaining clarity. However, this also means the output file size will be larger.

Output Size Information Box - displays the output data size of your montage, according to your micro-image count and size settings.

Micro-image Pattern Menu - lets you specify how micro-images are stacked. The “Aligned” option stacks micro-images in columns. The “Offset” option stacks micro-images in a brick-like fashion.

Micro-image Repetition Menu - lets you choose how often each micro-image is used within a montage.

- **Never Repeat** - A micro-image is never used more than once. (Exception: A micro-image will be automatically repeated if not enough micro-images are available to build the montage.)
- **Limited Repeat** - A micro-image is used more than once, but only if the micro-image is a significantly better match than other available micro-images. Otherwise, your program tries to limit the repetition of each micro-image.
- **Unlimited Repeat** - A micro-image may be used as many times as needed.

Grid & Border Menu - lets you add gridlines and/or a border to your creation. Gridlines are the black lines separating each of the micro-images. The border is the black frame

surrounding the entire montage. The border can be thin or wide.

Tip: To get a closer look at your grid and/or border in the Main Display Area, click the Detail Button.

Caption Box - lets you add a line of text to your montage.

Tip: To get a closer look at your caption in the Main Display Area, click the Detail Button.

Font Button - lets you pick the font, style, size and color of your caption.

Tip: If your caption is too long to fit on your montage, you may want to rebuild your montage using a smaller font size and fewer words.

Caption Position Menu - lets you specify the placement of your caption: outside top, outside bottom, inside top or inside bottom.

Hidden Treasure Box / Signature Box - lets you include two special photos within your montage. The Hidden Treasure photo appears in a random spot while the Signature photo appears in the bottom right corner of your montage like a signature.

To set a hidden treasure or signature:

1. Click on the Hidden Treasure or Signature Box. An Open dialog box will appear.
2. Locate your image file and click Open. The image will replace the existing hidden treasure or signature.
3. To include this new hidden treasure or signature in your montage, click on the left checkmark box.

Tip: You may also set a hidden treasure or signature from the Album Screen. Simply right-click on the desired thumbnail and choose "Set Image as Treasure" or "Set Image as Signature".

Okay Button - returns you to the Main Screen and begins the building process according to the settings selected in the Build Screen.

Cancel Button - returns you to the Main Screen without keeping any settings selected in the Build Screen.

Collection Setup Screen

Clicking on the Setup Button in the Build Screen takes you to the Collection Setup Screen. Here you can create new collections from your album images, as well as rebuild and delete existing collections. *Please refer to Fig.5 when reading this section.*



Fig.5 **Collection Setup Screen**

My Albums Menu - lists all your albums.

Add Button - adds album titles to the My Collections Menu.

My Collections Menu - lists all your collections.

Remove Button - removes collection titles from the My Collections Menu.

Processing Window - displays all images being added to a collection.

Okay Button - completes the Add or Remove action.

Cancel Button - cancels the Add or Remove action.

To create a new collection:

1. Click on each desired album title in the My Albums Menu. A green checkmark will appear next to each selection.
2. Click the Add Button. The title(s) will appear in red in the My Collections Menu.
3. To complete the Add action, click Okay. Once processing is complete, you will return to the Build Screen.

To rebuild a collection:

IMPORTANT! If you have made changes to an existing album (i.e. edited, added or deleted the thumbnails) and want to update the album's corresponding collection to reflect those changes, you will need to rebuild that collection. To rebuild, follow the same steps above for creating a new collection.

To remove a collection:

1. Click on each desired collection title in the My Collections Menu. A “trashcan” will appear next to each selection.
2. Click the Remove Button. The title(s) will disappear.
3. To complete the Remove action, click Okay. You will return to the Build Screen.

CREATING A MONTAGE (Tutorial)



Once you’ve become familiar with the terms and controls in the “Getting Acquainted” section, you’ll be ready to make your own montage like the one above! *For helpful hints, see “For Best Results” at the end of this section.*

Steps

Get Photo

A. Get a Photo. *This is the beginning phase in making your montage. Here you will learn how to use an album, create a new album and choose the main photo for your project.*

1. Click the Get Photo Button (from the Main Screen) to access the Get Photo Screen. The default “Sample Photos” album will be displayed.
2. To view image file properties such as filename, size and dimensions, position your cursor over any thumbnail.
3. To set a hidden treasure, right-click on a thumbnail. To set a signature, repeat this step.

4. Click on the New Album Button to create a new empty album. The default album name, "Untitled #", will appear in the Album Title Menu.
5. Add thumbnails to this new album by clicking on the Add Photo Button. An Open Dialog Box will appear.
6. For learning purposes, select one or more photos located in the C:\PhotoMontage\Photos directory (where C is your hard drive). Click Open. New thumbnails of your photos will be created and added to the active album. (You may notice these same photos in your "Sample Photos" album.)
7. Name your new album "TEST 1" by typing over "Untitled #".
8. Click on the down cursor in the Album Title Menu, and choose "Sample Photos" again. From this album, choose your main photo by clicking on its thumbnail. Click Okay. You will return to the Main Screen, with your chosen photo displayed in the Main Display Area.

Edit Photo

B. Edit the Photo (optional). *Here you will crop and adjust the brightness/contrast of your main photo.*

1. Click the Edit Photo Button (from the Main Screen) to access the Edit Screen. Your main photo will be displayed in the Edit Display Area.
2. To crop, click the down arrow in the Crop Aspect Ratio Box until you have found your desired ratio. Then, adjust the crop selection box in the Edit Display Area by dragging the corner pull-handles. To adjust the placement of your crop selection box, move the hand cursor.
3. To adjust brightness and contrast, slide the Brightness/Contrast Control Bars to the left or right. Your main photo will automatically reflect changes in the Edit Display Area.
4. To save your newly modified photo, click the Save As Button. For learning purposes, rename your photo "TESTEDIT", then click Save.
5. To return to the Main Screen with modifications to the main photo, click the

Okay Button. Or to return to the Main Screen without modifications to the main photo, click the Cancel Button.

Build Montage

C. Build a Montage. *This is the final phase in creating your montage. Here you will access the Collection Setup Screen to create your own collections. Then, you will return to the Build Screen to prepare your main photo for rendering.*

1. Click the Build Montage Button (from the Main Screen) to access the Build Screen.
2. If you want to make your own micro-image collections, skip to section D, "Set Up a Collection". When you are done, return to this section, step 3.
3. In the My Collections Menu, click on the collection(s) that you want to include in your montage.
4. In the CD Collections Menu, you will see a listing of all your installed CD collections (including the "Mega Collection" on your PhotoMontage CD). For learning purposes, click once on each available collection. This will give each selected collection a priority of one click (highest priority.)
5. Specify Micro-image Count, Micro-image Size, Micro-image Pattern, Micro-image Repetition, Grid & Border and Caption.
6. The Hidden Treasure and Signature boxes will display images designated in the Album Screen. To change either of these, click on the image. In the Open Dialog Box, select the new image file, then click Open. Your new image will replace your old image.
7. To include the hidden treasure and/or signature in your montage, click on the corresponding check boxes to the left.
8. Once you have made all your selections for your montage, click Okay to begin the actual rendering process. (Otherwise, click Cancel to start over.)

Setup

D. Set Up a Collection (optional). *Here you will learn how to make your own collections using your own albums.*

1. Click the Setup Button (from the Build Screen) to open the Collection Setup Screen.
2. In the My Albums Menu, you will see a listing of all your existing albums. Click on each album title that you want to make into a micro-image collection. (For learning purposes, click on the Album titled "Sample Photos".)
3. Click the Add Button. The selected album title(s) will appear in red in the My Collections Menu.
4. To complete the Add action, click Okay. (Otherwise, click the Cancel Button.) Once processing is complete, you will automatically return to the Build Screen, where the My Collections Menu will reflect your new collection(s).
5. At this point, return to step 3 under section C, "Build Montage".

Photo

E. **View the Montage.** *The Main Display Area gives you a "sneak preview" of the building process in action! Once processing is finished, use the Photo, Montage and Detail buttons to view "before" and "after" versions of your final montage.*

Montage

Detail

Save As...

F. **Save/Print the Montage.** *Use the Save As and Print buttons to save and/or print your montage.*

Print

For Best Results

- When choosing your main photo, it is best to avoid images containing a lot of small detail (e.g. patterns on clothing, foliage in background). Try to use one-subject, uncomplicated images with high-contrast backgrounds (e.g. a portrait of a face).
- Use the Edit Screen to create close-up or tightly cropped shots of faces and objects, and to increase background contrast if necessary.

- Experiment with different Build Screen settings to obtain the montage that best fits your needs.
- When creating your own collections, try to use micro-images containing a wide variety of colors and scenes. This will give your program a wider selection of micro-images to choose from during rendering.
- Remember to delete finished montages from your hard drive (or store them on removable media) if you no longer need them. This will ensure your system resources are kept at an optimum level.

SPECIAL PHOTOMONTAGE SERVICES

ArcSoft offers special options for maximizing your PhotoMontage entertainment. For online information about these services, click the "Cool Stuff" button on the Main Screen to open the "Special PhotoMontage Services" screen. From this screen, you can then automatically launch your web browser and be linked directly to the PhotoMontage web page.

Special services include:

- **Make Your Own Poster** - With ArcSoft's unique poster printing services, you can create gorgeous full-size posters of your photomontage images. Impress and amuse your friends, family and co-workers with these high-quality creations!
- **Supplementary CD Collections** - The ArcSoft CD Collections are designed to give you more customization options with PhotoMontage. You can choose your favorite category from options like sports, nature, animals, etc. The ArcSoft library is specially designed to offer the variety of micro-images necessary for rendering sharp, highly detailed montages. No extra hard disk space is required to use these collections, as the micro-images reside on the CD.