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Do you want to make with a click a car in snakeskin or a statue dressed in fine clothes?

With **AKVIS Decorator** you can create things that were unimaginable even to Mother Nature.

The software lets you change the surface of an object in a realistic manner.

Select a part of an image – a dress on a girl, a car, a piece of furniture, etc, and apply new textures to it. The girl can have her dress painted in cheerful patterns, dotted or chequered, appear as if made of velvet or satin, or even of wood or candies.

There is a great variety of patterns in the built-in **Texture Library**, more than 1800 textures, to apply – from fabrics to stones and metal, from food to nature elements. You can also apply your own texture – just load an image as a texture file into the library.

The software follows the underlying features of the object, the texture that already exists. The new pattern looks absolutely natural and makes you see things differently.

Experiment with Decorator to discover its full potential!
Small changes can make a big difference. Apply different textures to the same image and see how one or the other detail affects the overall appearance of the image.

With the program you can quickly choose a suitable design for your apartment by playing with different colors and patterns for furniture, walls, curtains, decorations, etc. It’s useful for designers to show the customers the same room in different versions, or for web-designers to represent the same items in an online shop (china-ware, blankets, clothes, piece of furniture, etc) in different colors/patterns. The software improves your efficiency and productivity and highly recommended for business use.
By AKVIS tradition, the program has a simple interface, easy grasped even for newbies.

In the Decorator's window you go to the **Texture** tab and select a texture from the library (you can adjust its color and frequency of the pattern), press the *Run* button and get a wonderful result. If needed, you can adjust the brightness and the angle of lighting.

If all you need is just to change the color of the surface, then you go to the **Color** tab and choose a new color. The program applies a new texture or a color preserving the volume of an object, following its folds and creases.
AKVIS Decorator is available in two versions - as a standalone program and as a plugin to a photo editor.

The plug-in is compatible with AliveColors, Adobe Photoshop, Photoshop Elements, Corel PaintShop Pro, etc.
Refer to Consult the compatibility page for more details.
INSTALLATION

Follow the instructions to install AKVIS Decorator in Windows.

- Start the setup exe file.
- Select your language and press the OK button to launch the installation process.
- To continue the installation process you have to read and accept the License Agreement.

Activate the check box "I accept the terms in the license agreement", and press Next.

- To install the Plugin you should select your photo editor(s) from the list.
  **Hint:**
  If your photo editor is not in the list, activate the component Custom Plugins Directory and choose the folder where you keep all plugins and filters, for example, C:\My Plugins. In this case you should set this folder as the plugins folder in the settings of your photo editor.

  Or you can copy the 8bf file into the Plug-ins folder of your image editor.

To install the Standalone version, make sure that the check-box Standalone is activated.
To create a shortcut for the program on desktop, activate the component Shortcut on Desktop.

Press the button Next.
• Press the button **Install**.

• The installation is in progress.
• The installation is completed.

You can subscribe to the **AKVIS Newsletter** to be informed about updates and events.

• Press **Finish** to exit Setup.

After installation of the **standalone** version of Decorator, you will see a new line in the **Start** menu: **AKVIS - Decorator** and a shortcut on desktop, if during installation the component **Shortcut on Desktop** was enabled.
After installation of the Decorator plugin you will see a new item in the Filter/Effects menu of your photo editor. For example in Photoshop: Filter -> AKVIS -> Decorator. Please use this command to launch the plugin in the editor.
Follow the instructions to install **AKVIS Decorator** in a Mac computer:

- Open the virtual disk dmg:
  - `akvis-decorator-app.dmg` to install the **Standalone** version
  - `akvis-decorator-plugin.dmg` to install the **Plugin** to your image editor (Photoshop or Photoshop Elements).

- Read the **License Agreement** and press **Agree**, if you agree with the conditions.

  ![License Agreement Image](image)

- **Finder** will open with **AKVIS Decorator** application or **AKVIS Decorator PlugIn** inside.

  ![Finder with AKVIS Decorator and Plugin](image)

- **Finder** will open with **AKVIS Decorator** application or **AKVIS Decorator PlugIn** inside.

To install the **Standalone** version just drag the **AKVIS Decorator** application into the folder **Applications** (or any other place you like).

To install the **Plugin** drag the entire **AKVIS Decorator PlugIn** folder into the **Plug-Ins** folder of your graphic editor.

For example:

- If you use **Photoshop CC 2019**, copy the plugin into **Applications/Adobe Photoshop CC 2019/Plug-Ins**;
- If you use **Photoshop CC 2018**, copy the plugin into **Applications/Adobe Photoshop CC 2018/Plug-Ins**;
- If you use **Photoshop CC 2017**, copy it into **Applications/Adobe Photoshop CC 2017/Plug-Ins**;
- If you use **Photoshop CC 2015.5**, copy it into **Library/Application Support/Adobe/Plug-Ins/CC**;
- If you use **Photoshop CC 2015**, copy it into **Applications/Adobe Photoshop CC 2015/Plug-ins**;
if you use **Photoshop CS6**, copy it into **Applications/Adobe Photoshop CS6/Plug-ins**.

After installation of the plugin, you will see a new item in the Filter menu of your photo editor. In Photoshop select in menu: **Filter -> AKVIS -> Decorator**.

Run the standalone app by double-clicking on its icon in Finder.
HOW TO ACTIVATE AKVIS SOFTWARE

Attention! During the activation process your computer must be connected to Internet.
If it is not possible, we offer you an alternative way (see below for Offline Activation).

Download AKVIS Decorator and install the program. Read the Installation Instruction here.

When you run the unregistered version, a splash window will appear displaying general information about the version and the number of days left in your trial period.

You can also open the About the Program window by pressing the button in the program’s Control Panel.

Click on TRY IT to evaluate the software. A new window will appear with variants of licenses to test.

You do not need to register the trial version to try all features of the software. Just use the program during the evaluation time (10 days after the 1st start).

During the test period you can try all options and choose the license you like. Select one of the offered functionality types: Home (Plugin or Standalone), Home Deluxe, or Business. Your choice of license will affect which features will be available in the program. Consult the comparison table for more details about license types and versions of the software.

If the trial period has expired, the TRY IT button is disabled.

Click on BUY NOW to choose a license to order.

When the payment is effected, your serial number for the program will be sent to you within minutes.
Click on **ACTIVATE** to start the activation process.

Enter your name (the program will be registered to this name).

Enter your serial number (your license key).

Choose the method of activation — either direct connection to the activation server or by e-mail.

**Direct connection:**

We recommend activating the program using direct connection, as it is the easiest way.

At this step your computer must be connected to Internet.

Press **ACTIVATE**.

Your registration is completed!

**Request by e-mail:**

In case you have chosen activation by e-mail, a message with all necessary information will be created by the program.

**NOTE:** You can also use this method for **Offline Activation**:

If your computer is not connected to Internet, transfer the activation message to a computer connected to Internet, for example, with a USB stick. Send us this information to: activate@akvis.com.

**Please do not send the screenshot!** Just copy the text and save it.

We need your serial number for the software, your name, and HardwareID (HWID) of your computer.

We will generate your license file (**Decorator.lic**) using this information and will send it to your e-mail address.

Save the **.lic** file (do not open it!) to your computer where you want to register the software, in the **AKVIS** folder in Users’ Shared (Public) Documents:

- **Windows Vista/7/8/10:**
Users\Public\Documents\AKVIS;

- **Mac:**
  
  Users/Shared/AKVIS.

Your registration is completed!

When the program is registered, **BUY NOW** turns to **UPGRADE** that lets you improve your license (for example, change **Home** to **Home Deluxe** or **Business**).
AKVIS Decorator lets you change the surface of an object in a realistic manner.

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<tr>
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**WORKSPACE**

**AKVIS Decorator** can work independently as a standalone program or as a plug-in to a photo editor.

- *Standalone* is an independent program; you can open it by clicking on the program’s icon.

  To launch the standalone version, run the program directly:

  On a Windows computer - select it from the **Start** menu or use the program’s shortcut.

  On a Mac computer - launch the app from the **Application** folder.

- *Plugin* is an add-on for a **photo editor**, for example for Photoshop.

  To call the plugin, **select it from filters** of your image editing program.

**AKVIS Decorator**’s workspace looks like this:

![AKVIS Decorator workspace](image)

Most of **AKVIS Decorator**’s workspace is taken by the **Image Window** with two tabs **Original** and **Processing**. All operations are performed in the **Processing** tab. You can switch between the windows by left-clicking on the tab with the mouse button. To compare the original and the resulting images, click on the image and hold the button pressed - the program will then switch between tabs.

You can select how **Image Window** and **Original/Processing** tabs will be shown by adjusting the **View Modes** in the bottom part of the left panel.
The **Control Panel** has the following controls:

- The button ![image](image) opens the home page of **AKVIS Decorator**.
- The button ![image](image) (only in the standalone version) opens the image for processing. The hot-keys are `Ctrl+O` on Windows, `⌘+O` on Mac.
- The button ![image](image) (only in the standalone version) saves the image to the disk. The hot-keys are `Ctrl+S` on Windows, `⌘+S` on Mac.
- The button ![image](image) (only in the standalone) opens the **Print** dialog to print the result. The hot-keys are `Ctrl+P` on Windows, `⌘+P` on Mac.
- The button ![image](image) lets posting pictures from the program to the social networks.
- The button ![image](image) loads selected areas that have been saved to a file (.decor).
- The button ![image](image) saves selected areas to a separate file in the .decor format.
- The button ![image](image) cancels the last action. If it is pressed multiple times, it will cancel several previous actions. This can also be activated with the keyboard, by pressing `Ctrl+Z` on Windows, `⌘+Z` on Mac.
- The button ![image](image) restores an action cancelled by ![image](image).
- An action can also be restored with the keyboard, by pressing `Ctrl+Y` on Windows, `⌘+Y` on Mac.
- The button ![image](image) initiates image processing with the current settings. The hot-keys are `Ctrl+R` on Windows, `⌘+R` on Mac.
- The button ![image](image) (only in the plugin version) applies the result to the image and closes the program window of **AKVIS Decorator**.
- The button ![image](image) calls information about the program and opens the registration window.
- The button ![image](image) calls the Help files. The hot-key is `F1`.
- The button ![image](image) calls the **Preferences** dialog box for changing the program's options.
- The button ![image](image) opens a window showing the latest news about Decorator.

To the left of the **Image Window** is the **Toolbar**.

The tools' parameters are shown in the **Settings Panel** or in a pop-up box after right-clicking in the image window.

Navigate and scale the image using the **Navigator**. In the **Navigator** you can see the reduced copy of the image. The red frame shows the part of the image that is now visible in the **Image Window**; the areas outside the frame will be shaded. Drag the frame to make other parts of the image visible. To move the frame, bring the cursor inside the frame, press the left mouse button and, keeping it pressed, move the frame in the **Navigator**.
Additionally, you can move the image in the Image Window with the scroll bars or by holding down the space bar, then holding down the left mouse button while moving the mouse. The mouse's scroll wheel can move the image up and down, and holding Ctrl (⌘ in Mac) - while using the scroll wheel will move the image left and right. Holding Alt (Option in Mac) will scale the image. Right-click on the scroll bar to activate the quick navigation menu.

Use the slider or the buttons ⧫ and ⧭ to scale the image in the Image Window. When you click on the ⧫ button or move the slider to the right, the image scale increases. When you click on the ⧭ button or move the slider to the left, the image scale decreases.

You can also change the image scale by entering a new coefficient into the scale field and pressing the button Enter (Return in Mac). Frequently used scale coefficients can be found in a drop-down menu.

You can use hot-keys to change the image scale + and Ctrl++ (⌘++ in Mac) to increase the image scale and − and Ctrl++ (⌘+- in Mac) to reduce the scale.

Under the Navigator is the Settings Panel where you can adjust the texture, its color, the overlay parameters, the light source on the image.

The button Reset to Default Settings below the settings restores the default values of the parameters.

Under the Settings Panel you can see Hints for the parameters and buttons when you hover over them with the cursor. You can choose where the hints will be shown or hide them in the program's Preferences.
At the bottom of the Toolbar of AKVIS Decorator, there are three buttons which let you choose how the Image Window will look like and arrange the Original and Processing tabs.

- Click the first button to open a submenu that contains various options for viewing the original and processed images:
  - The button provides the standard image window mode with two tabs: Original and Processing.
  - The buttons and divide the main window into two parts, vertically or horizontally, respectively. The original and processed images become partially visible and the tabs are combined to form the whole picture.

With this arrangement, it’s possible to drag the splitter changing the aspect ratio between the Original and Processing parts.

- The buttons and split the main window into two parts, vertically or horizontally, as well. However, in contrast to the previous option, the windows display the same fragment of the image before and after processing.
Note: Use two windows side by side when you want to see and compare the original and processed versions of an image fragment on one screen. If you would rather see the final image as a whole, you can choose the standard image view mode.

- The button swaps the positions of the original image and result when displaying two windows.
- The 3rd button lets you choose the background color of the Image Window. Pressing , , or changes the background color to white, gray, or black, while clicking on opens the Select Color dialog where you can choose a color of your choice.
HOW TO USE THE PROGRAM

AKVIS Decorator lets you change the surface of an object in a realistic manner. The program applies a texture keeping the volume of an object, following its folds and creases. The new pattern looks absolutely natural and makes you see things differently.

To resurface or recolor an object on a photo with AKVIS Decorator follow these instructions below:

**Step 1.** Open an image.
- If you work with the standalone edition:

  The dialog box Select File to Open appears if you double-click on the empty workspace of the program or if you click on the button on the Control Panel. You can also drag the required image into the workspace of the program. The Standalone edition of AKVIS Decorator supports JPEG, PNG, BMP, and TIFF file formats.

- If you work with the plugin:

  Open an image in your photo editor by calling the command File -> Open or using the key combination Ctrl + O on Windows, ⌘ + O on Mac.

  Then call the AKVIS Decorator plugin in the Filter/Effects menu of the photo editor:

  - in AliveColors: Effects -> AKVIS -> Decorator;
  - in Adobe Photoshop: Filter -> AKVIS -> Decorator;
  - in Corel PaintShop Pro: Effects -> Plugins -> AKVIS -> Decorator;

![AKVIS Decorator Interface](image)

**Step 2.** Select an object to apply a texture on.

In AKVIS Decorator you can make/edit the selection using these tools:
The tools' parameters are shown in the **Settings Panel** or in a pop-up box after right-clicking in the image window.

Use any selection tool of your photo editor. A selection made in the graphics editor will be transferred to the plug-in. The selection **must be precise**.

![AKVIS Decorator Screenshot](image.png)

You can save your work on a selection to a file (in `.decor` format) with the ![Save Selection](save.png) button. You can then load this selection at any time by pressing the ![Load Selection](load.png) button.

**Step 3.** You can apply a **new texture** to the selected object or **recolor it**. Adjust the parameters in the **Settings Panel**, in the **Texture** or **Color** tab.

**Step 4.** Press the button ![Apply Texture/Color](apply.png) to apply a texture or a color to the selected object. The result will be shown in the **Processing** tab. If necessary, continue adjusting parameters, edit the selection or create a new one. Then re-run the processing.
Step 5. You can put the finishing touches to your image with the [History Brush](#), available under the [Home Deluxe/Business](#) licenses.

Step 6. You can share your result image on by clicking on ![share icon](#).

In the standalone version you can also [print](#) your picture with ![print icon](#).

Step 7. Save the processed image.

- If you work with the standalone edition:

  Click on the button ![save as icon](#) to open the **Save as** dialog box. Enter a name for the file, choose
the format (**TIFF**, **BMP**, **JPEG** or **PNG**) and indicate the target folder.

- If you work with the plugin:

  Press the button ✅ to apply the result to the picture.

  Call the **Save As** dialog box using the command **File -> Save As**, enter a name for the file, choose the format and indicate the target folder.
The tools in the program are divided into the groups: selection, post-processing, and additional tools. The tools' parameters are shown in the Settings Panel or in a pop-up box after right-clicking in the image window.

**Selection Tools:**

The **Quick Selection** tool selects an object by analyzing colors of neighboring pixels. Draw with this brush over the image, and the selection expands, automatically finding edges and filling areas.

- **Size.** It's the diameter of the brush. All similar colors will be selected, considering the edges of the objects and the value of the **Tolerance** parameter.

- **Tolerance.** When the value of this parameter is increased, more colors are included in the selected area. If it is set to 0 the brush selects only the areas where it's applied.

The **standard selection tools** are intended for creating geometric shapes and freeform selections.

- **Rectangular Selection** lets selecting rectangular and square areas. Drag over the area you want to select with the left mouse button.
Elliptical Selection lets selecting elliptical or circular areas.

Lasso allows creating freehand selections. Draw a selection line around an object. When you release the left mouse button, the contour will be closed, the final point will be connected to the start one.

Polygonal Lasso lets creating a freehand selection from straight segments. Move the cursor and left-click on each point, the program will automatically draw a straight line between two points. To close the contour bring the cursor to the first point or make a double-click in the final point.

Feather (0-250). The parameter lets blurring edges of the selection.

Anti-aliasing. The check-box lets smoothing the jagged edges of the selection. Enable this option before creating a selection!

From Center. The check-box lets creating a selection (a rectangle or an ellipse) using a start point, where the cursor is, as a center. Otherwise, selections are created from a corner.

Style. You can specify a size of a selection:

Normal. The size of a selection is determined by dragging the cursor.

Fixed Size. This option lets you create a selection with exact dimensions (height and width, in pixels).

Fixed Ratio. The ratio of height and width of a selection remains fixed.

Use the following tools options to adjust the selection:

Selection Mode defines the result of the interaction of selections:

New. When creating a new selection, the previous selection disappears.
Add. The selection area will be increased by adding new fragments. The mode is activated by holding the Ctrl key.
Subtract. This mode lets removing the part of the selection. The mode is activated by holding the Alt key.
Intersect. This mode lets keeping only the intersection area of the selections.

Click on and choose a command (what you want to do with the selection): Invert Selection (Ctrl+I) or Deselect (Ctrl+D).
The button \(\mathcal{E}\) activates the \textbf{Eraser} tool to edit a selection.

**Post-Processing Tools** (for Home Deluxe/Business):

**History Brush** \(\mathcal{E}\). This tool restores the area to its original state.

- **Size** (1-1000). The maximum width of a line drawn with the brush.
- **Hardness** (0-100). The degree of blurriness of the brush's edges. As the value of this parameter is increased the brush's edges become harder. At lower values the transition between these areas is smoother.
- **Strength** (1-100). The degree of restoration to the original state. At lower values there will be less restoration and more blending with the effect; at values near 100% the original condition will be restored more completely.

Before Using the History Brush

After Using the History Brush

**Crop** \(\mathcal{E}\) (in the standalone version) lets you cut off unwanted areas in the image. The tool is useful when you want to improve the image composition, straighten a crooked photo, turn a horizontal photo into a vertical one and contrariwise.

\textbf{Note:} This tool is applied to the original image! Use it before the effect.

You can change the crop area by dragging the sides and the angles of the bounding frame.

Use the buttons in the Settings Panel to control the tool:

To apply the result and remove the areas outside the frame, press \textbf{OK} or use \textbf{Enter}. To cancel the operation and exit the tool, press \textbf{Cancel} or use the \textbf{Esc}-key. To restore the original area keeping the tool active, press \textbf{Reset} button.
Adjust the crop options:

You can choose the size of the crop rectangle from the **Ratio** drop-down list or enter your custom aspect ratio.

If the **External Area** check-box is enabled, you can change the color and opacity of the outer parts.

**Additional Tools** (available on both tabs, for all licenses):

**Hand** lets you scroll the image when it does not fit within Image Window at the desired scale. To use it click on the button, bring the cursor over the image, and while keeping the left mouse button pressed move in the desired direction. The hot-key is **H**. Double-clicking on the tool’s icon on the Toolbar makes the image fit the window.

**Zoom** lets you change the image’s scale. To zoom in left click on the image. To zoom out left click with **Alt** on the image. The hot-key is **Z**. Double-clicking on the tool’s icon makes the image scale to 100% (actual size).
RESURFACING

You can apply a new texture to the selected object. Adjust the parameters in the Settings Panel in the Texture tab.

The built-in Texture Library has a great variety of textures. To open the Texture Library you should double-click with the left mouse button on the square with a texture. All textures are divided into groups: stone, fabric, flowers, etc. To select a pattern you should first select a group from the group tree and then double-click the required texture with the left mouse button.

You can also use your own textures. To load your image as a texture into AKVIS Decorator, you should open the Texture Library, press the button and select your texture in the dialog box.

To come back to the Settings Panel without selecting a texture, just press the button.
Adjust the **Angle**, **Scale** and color of the selected texture.

**Angle** (-180 to 180). This parameter sets the rotation angle of the texture. A negative value rotates the texture counterclockwise, a positive one - clockwise.

![Angle examples](image)

**Scale** (10-200%). This parameter sets the scale of the pattern. By default, the scale is 100%. If you reduce the value of the parameter, the pattern size on the texture gets smaller, if you increase the value of the parameter, the pattern takes more space on the texture.

![Scale examples](image)

**Colorize.** This option allows you to change the color of the chosen texture. Click on the plate to activate the eyedropper tool, double-click to open the **Select Color** dialog.

Adjust the degree of color mixing by moving the slider. At the value = 0 the original colors are used.
Adjust the parameters that influence the way the texture is applied to the object:

**Brightness** (10-200). This parameter lets you lighten or darken the selected area. The default value is 100. The higher the value, the brighter the image is.

![Brightness examples](image1.png)

**Deepness** (0-100). This parameter influences the amount of light and shade on an image. At 0, shades, folds and gradients are ignored; as a result the object looks flat. The higher the parameter, the more pronounced highlights and shades become, and the image looks deeper. However, if the value of the parameter is too high, some parts can become overexposed or underexposed.

![Deepness examples](image2.png)

**Warping** (0-100). This parameter sets the level of the texture warping. At 0, the texture is not warped at all, the higher the parameter, the more deformed the texture is.
**Light Source.** Use the dagger on the ball to set the probable light source when the photo was taken. The position of the light source influences the texture wrapping.

Click the **Reset to Default Settings** button to restore the original settings.
RECOLORING

You can recolor the selected object. Adjust the parameters in the Settings Panel in the Color tab.

![Color Settings Panel]

You can select a color from the Color Palette or from the Select Color dialog box. To select a color from the Color Palette just left-click on any color of the palette. The selected color will be shown in the color rectangular on the right.

Click on the color rectangle to activate the eyedropper tool, double click to open the selection color dialog.

![Select Color Dialog]

In the Color tab there is also a mini-palette (empty cells) where you can keep custom colors. To save a color in the mini-palette, just drag this color from the color rectangle on any cell of the palette (even if the cell is not free). To select a color from the mini-palette, just left-click it with the mouse. To remove a color, right-click it.

Adjust the parameters that influence the way the color is applied to the object:

**Brightness** (10-200). This parameter lets you lighten or darken the selected area. The default value
is 100. The higher the value, the brighter the image is.

Deepness (0-100). This parameter influences the amount of light and shade on an image. At 0, shades, folds and gradients are ignored; as a result the object looks flat. The higher the parameter, the more pronounced highlights and shades become, and the image looks deeper. However, if the value of the parameter is too high, some parts can become overexposed or underexposed.

Click the **Reset to Default Settings** button to restore the original settings.
Open the **Preferences** dialog by pressing on 🛠️. The window looks like this:

- **Language**. To switch the interface language, select another language from the drop down list.
- **Interface Scale**. Choose the size of the interface elements. When it is set to **Auto**, the program workspace will automatically scale to fit the screen resolution.
- **Interface Theme**. Select the style of the program interface: **Light**, **Gray**, or **Dark**.
- **Initial Scale**. This parameter affects how the image will appear in the program when you first open it. The parameter can have one of two values:
  - If the parameter is set to **Fit to View**, the image will be scaled so that it will fit completely within the **Image Window**;
  - If the parameter is set to **100%** the image will not be scaled. In most cases, when an image is opened at 100% scale the entire image will not fit within the **Image Window**.
- **Selection Area**. This parameter defines how the selection appears. Please choose one of two variants:
  - **"Marching ants"**. The selection is enclosed in borders that look like a "running" dotted line. This is the default value.
  - **Filled with color**. The selection will be filled with a color.

  By default the **Color** is red but you can change it. Just double-click on the color plate and select a color from the **Select Color** dialog.

  The **Opacity** parameter allows you to adjust the opacity of the color used to highlight the selection.
- **Hints Panel**. You can choose how the hints will be shown:
  - **Under Settings Panel**;
  - **Under Image Window**;
  - **Hide**.
- **Recent Files** (available only in the standalone version). The number of recent documents. The list of
the recent files, sorted by time, become visible by right mouse clicking on . Maximum: 30 files.

- **Use OS File Dialog** check-box. You can check this option if you want to use the System Open/Save Dialog. By default, the AKVIS File Dialog is used.
- **Lock the Control Panel** check-box. It disables the possibility to hide/show the top panel. If the check-box is enabled the panel is always visible. Uncheck the option to unlock the panel, and you will be able to hide/show it by clicking on the small triangle button (in the middle of the panel). The minimized panel will be shown when moving the cursor over it.

To apply changes made in the **Preferences** window press **OK**.

If necessary, you can return to the default settings by pressing **Default**.
PRINT IMAGES IN AKVIS DECORATOR

In the standalone version of AKVIS Decorator you can print the image. Press the button to open the Print options.

Adjust the parameters appearing in the Settings Panel:

Choose a printer from the list of available devices, set the desired resolution, as well as the number of copies to print.

In the Orientation group, set the position of paper: Portrait (vertically) or Landscape (horizontally).

Click the Page Setup button to open a dialog box to choose the size of the paper and its orientation, as well as the print margins.

Press the Reset Margins button to return the page margins to the default size.

Change the size of the printed image adjusting the parameters Scale, Width, Height and Fit to Page. These parameters have no effect on the image itself, just on the print version. You can change the size of the printed image by entering any value in %, or by entering new values in Width and Height.

To adjust the size of the image to the paper size, select Fit to Page.

Move the image on the page with the mouse or align it using the arrow buttons.

You can activate Frame for the image and adjust its width and color.

Choose the Background Color by clicking on the color plate.

In the Page tab, you can adjust printing of the multiple copies of the image on a single sheet.
Copies per Page. It lets you specify the number of copies of the image on one page. Horizontally and Vertically. These parameters indicate the number of rows and columns for the copies of the image on the page. Spacing. The parameter sets the margins between the copies of the image.

In the Poster tab, it's possible to customize printing of the image on multiple pages for the subsequent junction into a large picture.

Pages. If the check-box is enabled, you can specify the maximum number of the pages in which the image will be divided. The image scale will be adjusted to fit this number of the sheets. If the check-box is disabled, the program will automatically select the optimal number of the pages in accordance with the actual size of the image (scale = 100%).

Glue Margins. If the check-box is enabled, you can adjust the width of the padding for bonding sheets. Margins will be added to the right and to the bottom of each part.

Lines of Cut. Activate the check-box to display the cut marks in the margins.

Show Numbers. With the enabled check-box, a sequence number of each part, by a column and a row, will be printed in the margins.
To print the image with the chosen parameters, press the **Print** button. To cancel and close the printing options click on **Cancel**.

Click the **Properties...** button to open a system dialog box that enables you to access the advanced settings and send the document to print.
TEAPOTS FOR EVERY TASTE

One and the same teapot can look absolutely different if you change its material (color and texture) with AKVIS Decorator.

Step 1. First of all we take a photo of a teapot. It is better to use a teapot without a pattern.

Step 2. Open the photo in any photo editor compatible with AKVIS Decorator.

Step 3. Select the teapot’s body (without the handle) using any selection tool. The main thing is that it was comfortable for you to use this selection tool to draw a precise outline.

You can make/edit the selection in AKVIS Decorator.
Step 4. Call the plug-in **AKVIS Decorator** and select a suitable texture from the **Texture Library**. We’ve chosen a texture with cheese.

Step 5. Press the button ». In a few seconds we see a "cheese" teapot in the **Processing** tab and imagination carries us away to a cosy chalet somewhere in the Alps where one can taste a cheese fondu and enjoy fragrant tea.
Step 6. We can also choose a different texture, for example, dark-gray paper with a crimped pattern. Press the button.

Step 6. We can also choose a different texture, for example, dark-gray paper with a crimped pattern. Press the button.
Step 7. The original color of the teapot is light, therefore even if we apply a dark texture we get only a light version of it. To correct it we should reduce the value of the parameter Brightness.

Every time you adjust the "overlay" parameters, you should press the button to apply the changes and see the result in the Processing tab of the Image Window.

Step 8. To make the new texture look more natural, we can increase the value of the parameter Deepness. Thus, the distribution of light and shade becomes more pronounced - the dark areas get darker, the light areas get lighter.

The photo has been taken with the built-in flash gun, so the light falls directly on the subject. We do not need to change the position of the light source on the ball.
Step 9. Apply the result by pressing the button \( \checkmark \). The simple pattern and muted color remind one of the formal oriental tea ceremony.

Note: If the selection was not precise or the object's borders were not sharp enough to draw a precise outline, you can touch-up the borders with a blur tool of a small size after using AKVIS Decorator. For example, you can apply Blur tool \( \bigcirc \) with Radius = 1.5.
REPAINTING ANIMALS

The author of this example is Alvaro Salazar Chacon. It was done with the AKVIS Decorator plug-in in AliveColors.

Where nature has chosen modesty and restraint, man sometimes chooses bold experimentation. The AKVIS Decorator plug-in can change the texture of an animal's skin, concealing it under that of another animal, or giving our friend a playful color.

Step 1. Choose an animal photo and open it in the graphics editor.

Step 2. Highlight the parts of the body on which the texture will be changed. The New Shape (Freeform) tool is useful for this, since its ability to make precise selections can prevent errors.

Step 3. Once the object has been highlighted completely, right-click and choose Rasterize Layer, then Add Alpha Channel to Selection from the shortcut menu.
Step 4. Call the **AKVIS Decorator** plug-in. In **AliveColors** do this by choosing **Effects -> AKVIS -> Decorator**.

The texture library has many textures which can be used for camouflage - for example, to cover the elephant's skin in fish scales.

**Step 5.** Press the **button to start the texture mapping process.**
Texture Mapping

Step 6. If you are satisfied with the result, press the ▼ button. Some examples of using Decorator to apply various colors are shown below.
AKVIS Decorator will help you to choose a suitable interior design for your apartment. You can experiment with the furniture upholstery, with the color of carpets and walls, change the material of the furniture. The changes will take place only on a photo, at the same time the program will also require no more than a digital image.

Step 1. Open the photo in your photo editor (we use AliveColors). We've chosen a photo of a kitchen. We will try different textures for the front of the bar.

Step 2. Select the doors of the bar.
Step 3. Call the plug-in **AKVIS Decorator**: Effects -> AKVIS -> Decorator.
Step 4. Select a texture from the **Texture Library**.
Step 5. Press the button and see the doors of the bar in a new design.

**Step 6.** Apply the result by pressing the button.

**Step 7.** Take the original photo once again and start the plug-in **AKVIS Decorator**. Select a different texture and press the button. This time we have a dark texture.
Step 8. The original color of the bar is light. If we want to get a darker color we should reduce the value of the parameter **Brightness**.

Step 9. If after applying a texture the carving on the bar became less visible, you should increase
the value of the parameter **Deepness**.

![AKVIS Decorator interface](image.jpg)

**Step 10.** Apply the result by pressing the button ✔.

If you continue, you can get a variety of interior designs for the kitchen.
COLOR AND TEXTURE OF CLOTHES

Change the color of a blouse, turn a one-color dress into a lovely spotted piece of clothing, change the material of a suit (its color and texture) - all is possible with AKVIS Decorator.

Step 1. Open the photo in your photo editor.  

Note: This tutorial is created with the Decorator plugin in AliveColors, but you can do the same in the standalone version of AKVIS Decorator.

This girl likes to change clothes. We will help her to try a new dress.

Step 2. Call the AKVIS Decorator plug-in: Effects -> AKVIS -> Decorator.

Step 3. Select the dress of the girl using any selection tool.
Step 4. First of all choose a suitable texture from the Texture Library. For this purpose open the Library with a double click of the left mouse button on the square with a texture. We open the Fabric group and choose a pattern.

Step 5. Press the button to apply the chosen texture to the dress with the default settings.
In a few seconds you will see the result in the **Processing** tab.

We can give the picture a natural look by changing parameter **Warping** = 25.

Press the button ➔ again.

**Step 6.** Apply the result by pressing the button ✅. The plug-in’s window will close and we will see the girl in a new attire.
AKVIS AirBrush — Airbrushing Techniques on Your Photos

(Windows | Mac)

**AKVIS AirBrush** automatically transforms a photograph into a work of art which looks like made with a special airbrush tool that sprays paints or inks. The software works as an artistic filter creating stylish colorful airbrush designs from images using chosen settings of photo-to-painting conversion. More...

AKVIS ArtSuite — Frames and Effects for Your Photos

(Windows | Mac)

**AKVIS ArtSuite** is an impressive collection of versatile frames and effects for photos. ArtSuite contains many templates and texture samples that can be used to create a virtually limitless variety of options for generating frames. Decorate a photo to give it an original and festive look! More...
AKVIS ArtWork — Collection of Painting & Drawing Techniques
(Windows | Mac)

AKVIS ArtWork is photo to painting software designed to imitate different painting techniques - Oil Painting, Watercolor, Gouache, Comics, Pen & Ink, Linocut, Pastel, and Pointillism. ArtWork helps you to create a piece of art out of any picture! More...
AKVIS Chameleon — Photo Collage Creation

AKVIS Chameleon is a fun to use tool for photo collage creation. It makes the process easy and entertaining. The tool is very easy to handle as it does not require precise selection of objects. Using the software you can quickly create your own photo collages. More...

AKVIS Charcoal — Charcoal & Chalk Drawings

AKVIS Charcoal is a creative tool for conversion of photos into charcoal and chalk drawings. Using the program you can make professional-looking expressive black and white images. Playing with colors and options you can achieve outstanding artistic effects, such as sanguine and others. More...

AKVIS Coloriage — Add Color to Black and White Photos

AKVIS Coloriage allows colorizing B&W photos and replacing colors in color photos. Just indicate the desired colors by the stroke of the brush; the program does the rest of the work: recognizes the object's border and tailors the new color to the grayscale tones of the initial picture. More...
AKVIS Decorator — Resurface and Recolor

(Windows | Mac)

AKVIS Decorator lets you change the surface of an object in a realistic manner. The program puts on a texture keeping the volume of an object, following its folds and creases. The new pattern looks absolutely natural and makes you see things differently. Recoloring is also made easy. More...

AKVIS Draw — Hand-made Pencil Drawing Effect

(Windows | Mac)

AKVIS Draw converts your photos into hand made pencil drawings. The software creates realistic looking line art illustrations, produces both B&W and color drawings. Add a hand-drawn look to your pictures! More...
AKVIS Enhancer — Bring Detail To Your Pictures

AKVIS Enhancer is image enhancement software that detects detail in underexposed, overexposed and mid tone areas of a photo with uneven exposure. Enhancer improves every part of the image! The software works in three modes: Improve Detail, Prepress, and Tone Correction. The program offers a fast method to fix a dark photo, add contrast and brightness to a picture, it lets you improve color and adjust tones. More...

AKVIS Frames — Decorate Your Photos with Frames

AKVIS Frames is free software designed for working with the AKVIS frame packs

AKVIS HDRFactory — High Dynamic Range Images: Brighter than Reality!

AKVIS HDRFactory lets you create a High Dynamic Range image from a series of shots or from one single photo. The program can also be used for photo correction. The program brings life and color to your photos! More...
**AKVIS LightShop — Light and Star Effects**

(Windows | Mac)

**AKVIS LightShop** lets you create an infinite number of astounding light effects! The program offers advanced lighting techniques for adding stars and glow effects to images. A light effect draws attention and brighten up any photo. Add a little magic to your pictures! More...

**AKVIS Magnifier — Change Image Size without Quality Loss**

(Windows | Mac)

**AKVIS Magnifier** helps to resize images without loss in quality. Whether creating poster-size images, adding resolution for printing an enlargement, or reducing image size, Magnifier will make your prints look sharper and better defined. More...
**AKVIS MakeUp — Retouch Your Portrait Photos!**

(Windows | Mac)

**AKVIS MakeUp** improves your portraits giving them a professional look. The software retouches facial imperfections making your skin radiant, beautiful, pure and even. The program adds glamour to your pictures and creates a high key effect. Look your best in every photo with AKVIS MakeUp! More...

**AKVIS NatureArt — Bring Nature to Your Photos**

(Windows | Mac)

**AKVIS NatureArt** is an excellent tool for imitating the magnificence of natural phenomena on your photos. The program includes a number of effects: Rain
**AKVIS Neon — Glowing Drawings from Photos**

(Windows | Mac)

AKVIS Neon lets you create amazing glowing lines effects. The software transforms a photo into a neon image that looks like drawn with luminescent ink. More...

**AKVIS Noise Buster — Digital Noise Reduction**

(Windows | Mac)

AKVIS Noise Buster is software for noise suppression on digital and scanned images. Digital noise can be...
seen as artifacts and random red and blue pixels that compromise the smoothness of a photo. The program is efficient against both color and luminance noise. More...

**AKVIS OilPaint — Oil Painting Effect**

(Windows | Mac)

**AKVIS OilPaint** turns your photos into oil paintings. The mysterious production of a painting happens right before your eyes. The unique algorithm authentically reproduces the technique of the real brush. With this cutting-edge software you can become a painter! More...

**AKVIS Pastel — Turn Photos into Pastel Paintings**

(Windows | Mac)

**AKVIS Pastel** turns your photos into pastel paintings. The program converts your photo into a lifelike digital art imitating one of the most popular artistic techniques. AKVIS Pastel is a powerful tool to unleash your creativity! More...
AKVIS Points — Apply Pointillism Effect to Your Photos
(Windows | Mac)

**AKVIS Points** lets you transform your photos into paintings using one of the most exciting artistic techniques - pointillism. With the software you can easily create gorgeous works of art in a pointillist manner. Discover the world of bright colors! More...

AKVIS Refocus — Focus Improvement & Blur Effects
(Windows | Mac)

**AKVIS Refocus** improves sharpness of out of focus images. The program can process the entire photo or bring into focus only the selected part to make the subject stand out against the background. It’s also possible to add bokeh and lens blur effects to your photos. The software works in five modes: Refocus, Tilt-Shift, Iris Blur, Motion Blur, and Radial Blur. More...
AKVIS Retoucher — Image Restoration Software

(Windows | Mac)

AKVIS Retoucher is an efficient program for photo restoration and photo retouching. The software removes dust, scratches, stains, and other defects that appear on damaged photos. It intelligently reconstructs the missing parts of the photo using the information of the surrounding areas. More...

AKVIS Sketch — Convert a Photo to a Pencil Sketch

(Windows | Mac)

AKVIS Sketch converts digital photos to amazing pencil sketches and watercolor drawings. Now you do not need to handle a pencil to feel like an artist. All you need to create your original work of art is good taste and AKVIS Sketch. More...
**AKVIS SmartMask — Save Time on Complex Selections!**

(Windows | Mac)

**AKVIS SmartMask** is an efficient selection tool that saves time and is fun to use. Selection has never been so simple! The software considerably increases your productivity. You will be freed from boring work and will have more room for creativity and realization of your ideas. More...

**AKVIS Watercolor — Aquarelle Art from Photos**

(Windows | Mac)

**AKVIS Watercolor** easily makes a photo look like a brilliant and vibrant watercolor painting. The software turns ordinary images into amazingly realistic aquarelle pieces of art. More...