AKVIS

Frame Suite
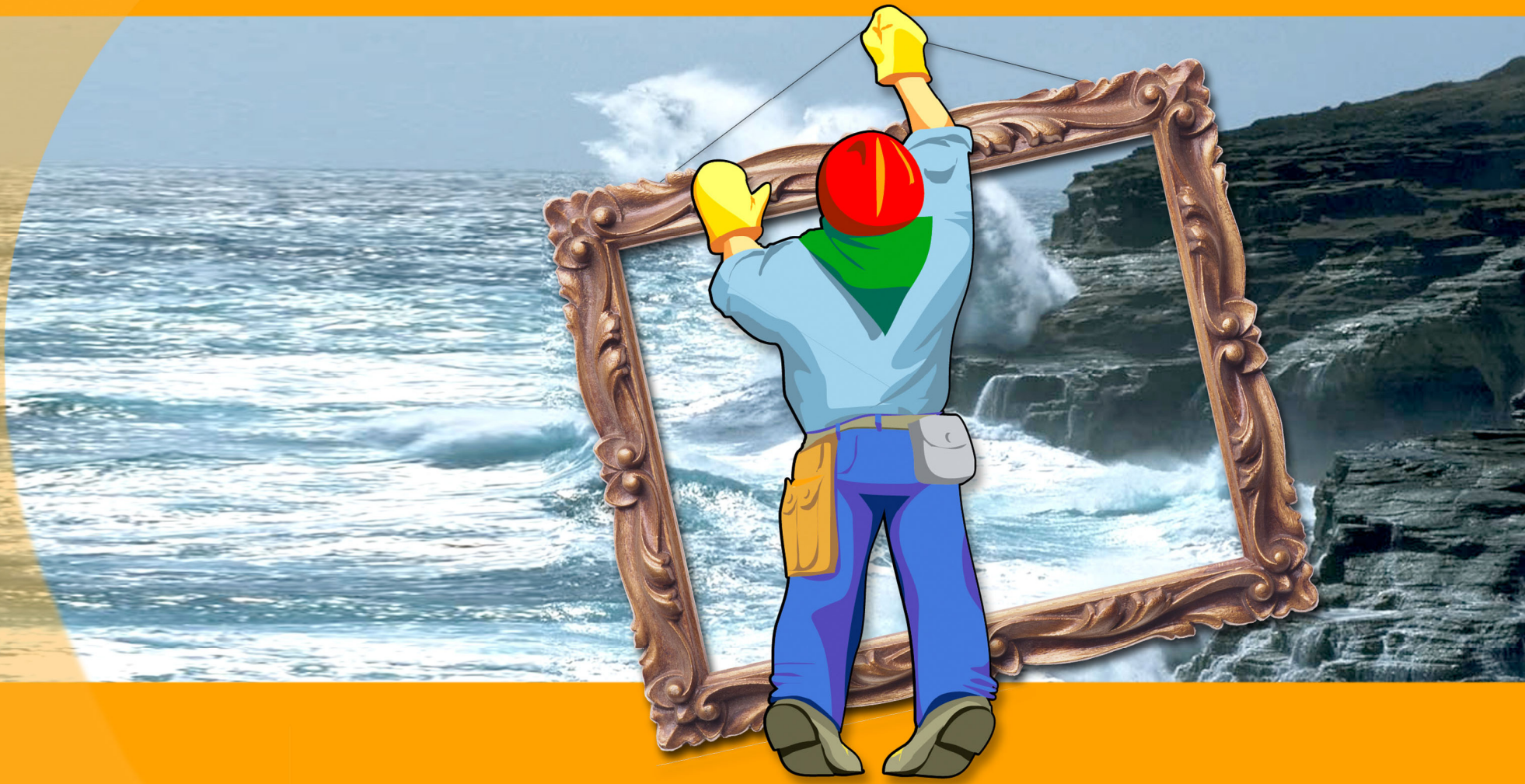
Frame your memories!

AKVIS Frame Suite

AKVIS Frame Suite is an impressing collection of edge effects for decoration of photos. The software offers a **great variety of photo frame versions** (from classic to most fancy frame samples) as well as gives an opportunity to **generate a frame out of user patterns.**

Artistic: A photo frame gives an image the final touch, makes it look complete and of artistic value. Depending on the occasion it can be a strict frame or a colorful motley decoration.

Whether you wish to decorate a birthday card or to make a marriage album, you can rely on the program - it will add any photo elegance and style.

Original: Create your own unique frames! Save a square or rectangular pattern as a graphic file and use it to generate an original photo frame. The result can be astounding!

Flexible: Photo frames that come with Frame Suite can be easily tailored to your particular photo. Select a color for the frame; choose its form, its style, the intensity of the applied edge effect. If you enjoy working with layers, you will like the possibility to **apply a transparent frame**, so that the lower layer(s) could serve as background.

If you like the frame you get, you can save it as a preset and apply it to other photos in the future.

It is planned to enrich the collection of frames with new ones.

The program is available in two versions – as **an independent program (standalone)** and as a **plug-in to a photo editor**.

Installation under Windows

Minimal system requirements:
- Pentium II;
- Operating system: Windows 2000/XP/NT/2003/Vista;
- 512 Mb RAM;
- 50Mb of free space on the hard disk;
- installed image editing software.

Attention! You must have administrator rights to install the program on your computer.

To install the program you should follow the instruction:
- Start the setup file **akvis-frame-suite-setup.exe.**
- Select your language and press the button **Next** to launch the installation process (fig. 1).
- To continue the installation process you have to read the License Agreement. Activate the check box "**Yes, I agree with all the terms of this license agreement**", and press **Next** (fig. 2).
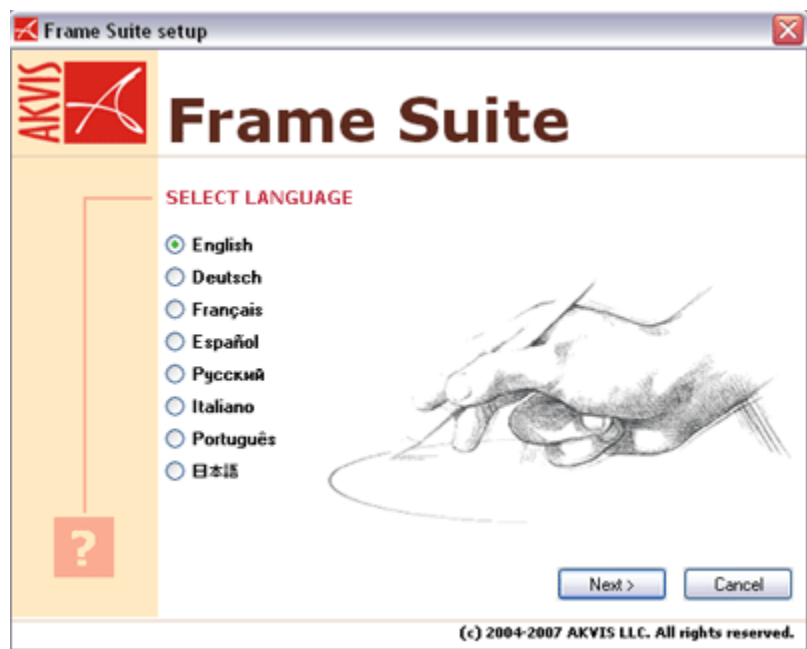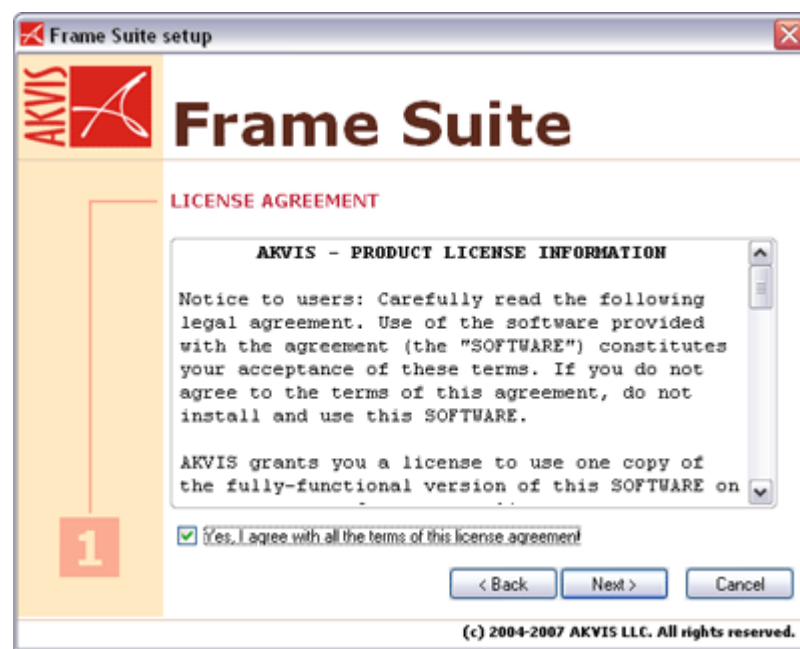

Fig. 1.

Fig. 2.

3

- To install **the plug-in version** of AKVIS Frame Suite you should select your photo editor(s) from the list and press the button **Next** (fig. 3).

  If there is no your photo editor in the list, activate the check box **Other Graphics Software**, press the button **Browse** and choose the **Plug-Ins** folder of your photo editor. For example, C:\Program Files\Corel\PhotoPaint\Plugins.

  To install the independent version (standalone version) of FrameSuite, make sure that the check-box **Standalone Edition** is activated (fig. 3).

- Choose a folder in the Main menu where you want the program to create shortcuts, and press **Next**. To create a shortcut for the program on desktop, activate the check-box **Create Shortcut** (fig. 4).
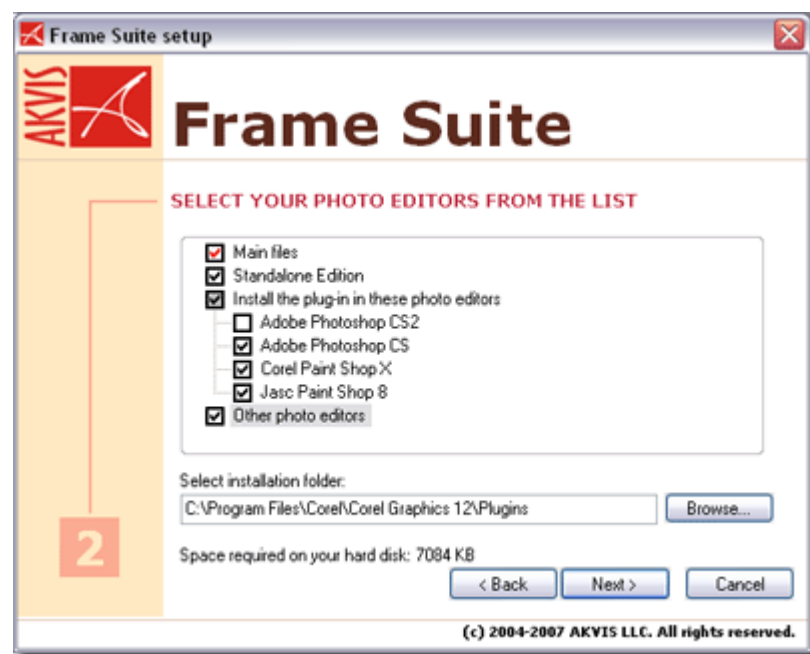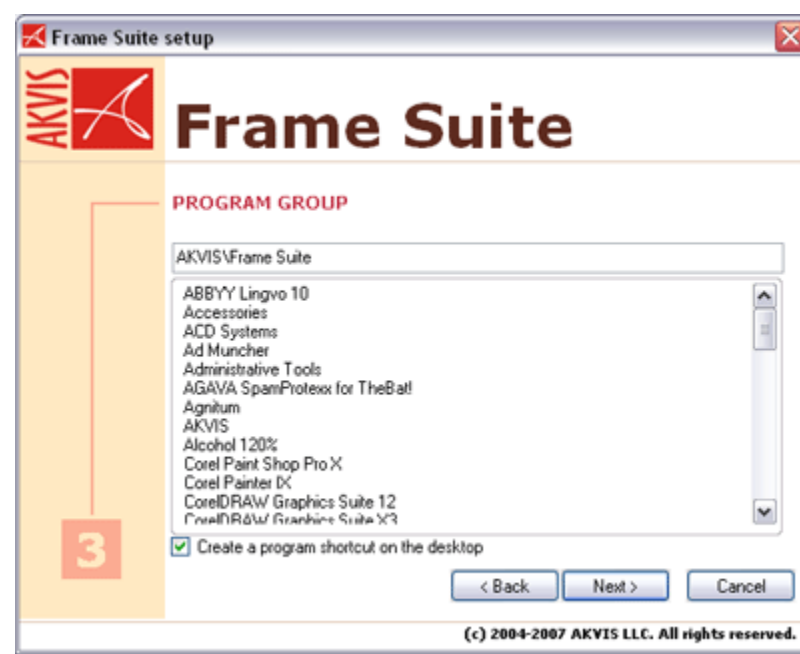
Fig. 3.	*Fig. 4.*

4

- The installation is in progress (fig. 5).

- The installation is complete.

  You can subscribe to the AKVIS Newsletter. Click the check box and enter your e-mail address (fig. 6).

- Press **Finish** to exit Setup.

After installation of the standalone version of **AKVIS Frame Suite**, you will see a new line in the **Start** menu: **AKVIS - FrameSuite** and a shortcut on desktop, if during installation the check-box **Create Shortcut** was enabled.

After installation of the plug-in version of **AKVIS Frame Suite** you will see a new tab in the Filters (Effects) menu of your photo editor: **AKVIS –> Frame Suite**.
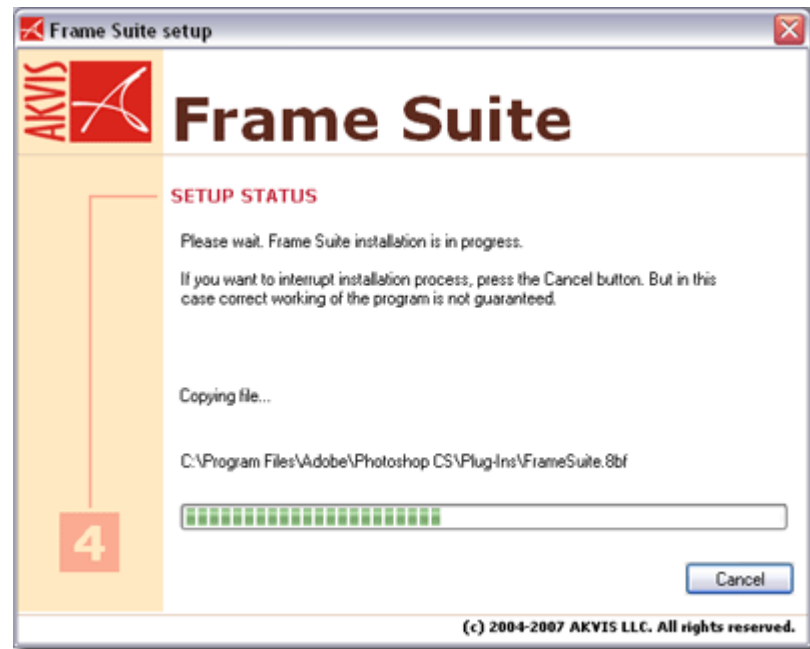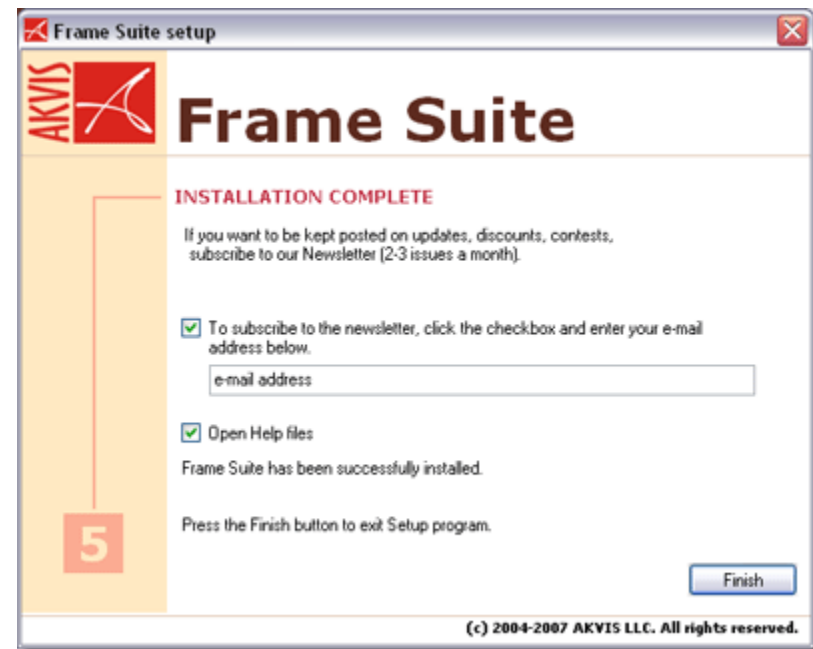
Fig. 5.   *Fig. 6.*

Installation under Macintosh

Minimal system requirements:
- Mac OS X 10.3.9, PowerPC G3;
- 512 MB RAM;
- 60 Mb of free space on the hard disk;
- installed image editing software.

Attention! You must have administrator rights to install the program on your computer.

To install the program you should follow the instruction:
- Open the virtual disk **akvis-frame-suite-setup.dmg**. You will see a dialog box with the **License Agreement**. (fig. 1).
- Read the License Agreement and press **Agree**, if you agree with the conditions.
- Finder will open with **AKVIS Frame Suite** Application and **AKVIS Frame Suite Plug-In** inside. **AKVIS Frame Suite** application should be dragged into the folder **Applications**, while the **AKVIS Frame Suite Plugin** folder should be moved into the **Plugins folder** of your graphic editor. (fig. 2).

After installation of **AKVIS Frame Suite**, you will see a new tab in the Filters (Effects) menu of your photo editor: **AKVIS –> Frame Suite**.
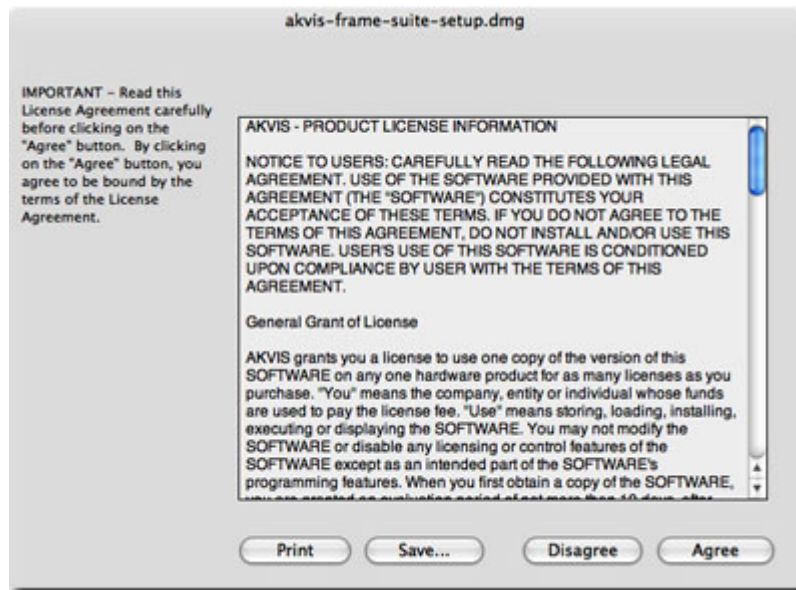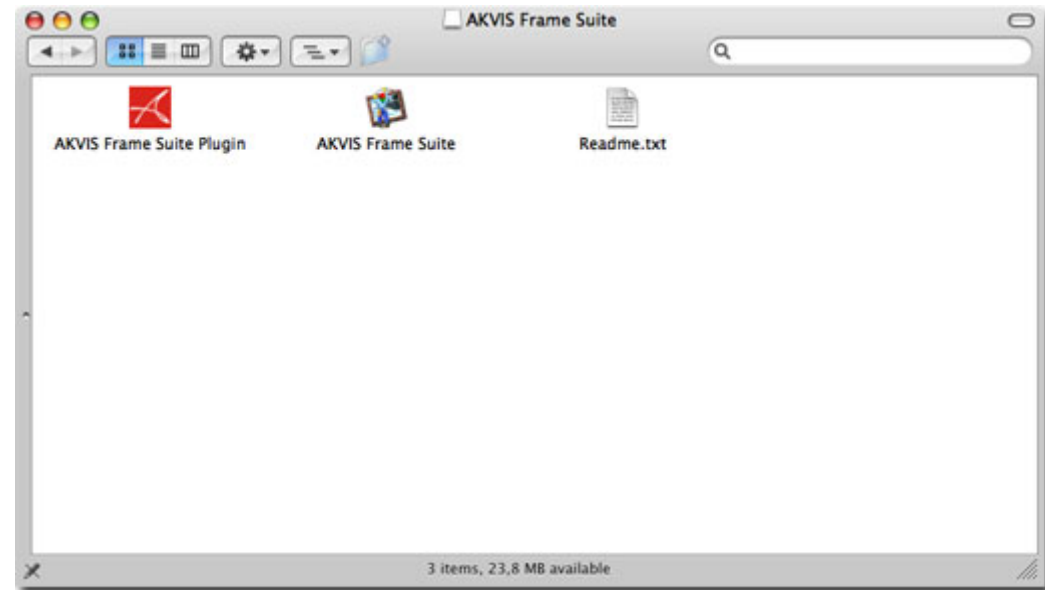

Fig. 1.   *Fig. 2.*

Program registration

You can buy a license for **AKVIS Frame Suite** at the official web-site **www.AKVIS.com**. To buy a license you should fill in the form on the product buy-page and order the software using a secure payment system. We offer a number of payment options (credit card, bank transfer, etc).

When the form is filled in and the payment is made, the serial number will be sent to you within minutes. Having received the serial number you can proceed to the program registration. Follow the instructions:

1. Open the window **About the program** of **AKVIS Frame Suite** (fig. 1).

   This window appears when you launch **AKVIS Frame Suite**. Besides, **Adobe Photoshop** allows calling the **About the program** window right from its menu **Help** - **About Plug-In** – **Frame Suite** (**Photoshop - About Plug-In – Frame Suite** in Macintosh).

2. Press **Register/Buy** in the window **About the program** to start the process of activation.

3. Enter your name (the program will be registered to this name). Enter your serial number (fig. 2).

4. Choose an activation method – either through direct connection or by mail. We recommend activating the program through direct connection as it is the most comfortable way. At this stage of activation your computer must be connected to Internet.

5. Press the button **Register**. The registration is completed (fig. 3).

Fig. 1.

Fig. 2.

In case you have chosen **activation by mail**, you should put the file **Frame Suite.lic** (that you will receive enclosed in the e-mail) into the folder:

• For **Windows 2000/XP/NT/2003**:

Choose in Explorer: **Documents and Settings -> All Users -> Shared Documents -> AKVIS**
or use file system path: **C:\Documents and Settings\All Users\Documents\AKVIS**

• For **Windows Vista**:

Choose in Explorer: **Public -> Public Documents -> AKVIS**
or use file system path: **C:\Users\Public\Documents\AKVIS**

• For **Mac OS X**:

Put the license file in your **Home Directory**.

Fig .3.

Workspace

AKVIS Frame Suite can work independently as a **standalone program** as well as a **plug-in** to a photo editor.

To call the **plug-in version** of **AKVIS Frame Suite** do the following: in **Adobe Photoshop** select the menu item Filter – AKVIS – Frame Suite; in **Paint Shop Pro** select Effects – Plugins - AKVIS – Frame Suite; in **Corel PHOTO-PAINT** use the menu command Effects – AKVIS – Frame Suite.

To launch the **standalone version** of **AKVIS Frame Suite** follow the following instruction:

- On a **Windows** computer:

  - In the main menu: press the button **Start** and select from the pop-up menu the command **AKVIS – Frame Suite**.

  - Using the program's shortcut on the Desktop: put the cursor on the icon of the program **AKVIS Frame Suite** and double-click it with the left mouse button.

- On a **Macintosh** computer:

  - Using **Finder**: select the folder **Applications** on the side bar of the **Finder** window, select the application **AKVIS Frame Suite** and double-click it.

Figure 1 shows the interface of **AKVIS Frame Suite** under Windows.
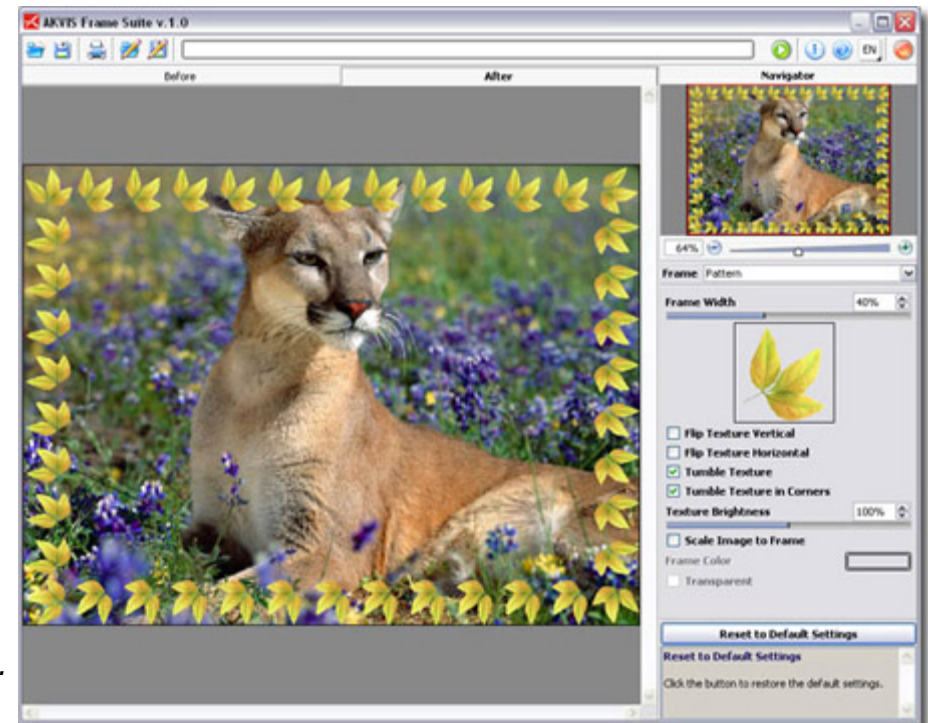

Fig. 1.

Most part of the **AKVIS Frame Suite** workspace is taken by the **Image Window** with two tabs: **Before** and **After**. In the **Before** tab the original image is shown, while in the **After** tab you can see the framed image. It is possible to switch between the tabs using the Tab-key. To compare the original image with the framed one, it is enough to left-click on any point of the image in the **After** tab.

In the upper part of the window there is a **Control Panel** with a status line, that shows the processing time, and the following buttons:

- The button   (only in the standalone version) allows opening an image for processing.

- The button   (only in the standalone version) allows saving the framed image to the disk.

- The button   (only in the standalone version) allows printing the image.

- The button   allows saving presets (user settings for the chosen frame). The settings are saved to a separate file with the ending **.frame**.

- The button   allows loading the saved user presets.

- The button   starts applying the chosen frame to the image.

- The button   (only in the plug-in version) applies the result and closes the program window of **AKVIS Frame Suite**.

- The button   calls information about the program.

- The button   calls help files to the program.

- The button   allows selecting the interface language. To switch the program's interface to a different language, left-click the button   and select the language from the fall-out menu.

- The button   allows closing the plug-in's window without applying the result.

Navigate and scale the image using the **Navigator** window (fig.2) The red frame shows the part of the image that is now visible in the **Image Window**.
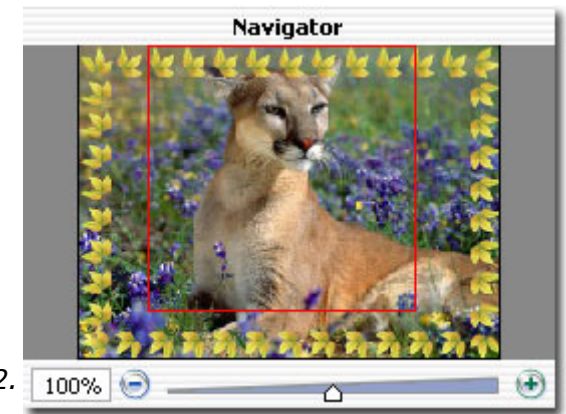

Fig. 2.

Drag the red frame to view the required part of the image in the **Image Window**. To move the red frame, put the cursor inside the frame, press the left mouse button, and keeping it pressed, drag the frame.

Besides, you can scroll the image in the **Image Window** by pressing the spacebar on the keyboard and by dragging the image with the left mouse button.

Use the buttons ⊕ and ⊖, as well as the slider to scale the image in the **Image Window**. By clicking on ⊕ or by moving the slider to the right, you scale up the image; by clicking on ⊖ or by moving the slider to the left, you scale down the image in the **Image Window**.

It is also possible to enter a new scale coefficient into the appropriate field and press the button Enter (Return on Macintosh).

Besides, to scale the image you can use hot-keys: + and CTRL++ (Command++ on Macintosh) to scale up the image, - and CTRL+- (Command+- on Macintosh) to scale down the image.

Under the **Navigator** there is a **Settings** panel where you can select a frame and adjust its parameters.

The button **Reset to Default Settings** allows recovering the default settings of the parameters.

Below the **Settings** panel there is a **Hints** field: first time you launch the program it shows a short description of **AKVIS Frame Suite**; as you work with the program it shows hints to the parameters of the chosen frame.

11

How It Works

AKVIS Frame Suite can work independently as a **standalone program** as well as a **plug-in** to a photo editor.

Follow the instruction below to add a frame to an image with the plug-in version of **AKVIS Frame Suite**.

1. Open a photo in a photo editor (fig. 1).

2. Call the plug-in **AKVIS Frame Suite**. To this effect, in **Adobe Photoshop** select the menu item Filter – AKVIS – Frame Suite; in **Paint Shop Pro** select Effects – Plugins - AKVIS – Frame Suite; in **Corel PHOTO-PAINT** use the menu command Effects – AKVIS – Frame Suite.

3. Select one of the frames available in the fall-out menu **Frame** in the **Settings** panel. All parameters of the selected frame have default values.

Fig.1.

4. Press the button ⊙. The image with the frame applied at default settings will be shown in the **After** tab (fig.2). Switch between the tabs using the Tab -key.

    Left-click on any point of the image to temporarily switch to the **Before** tab and compare the original image with the framed one.
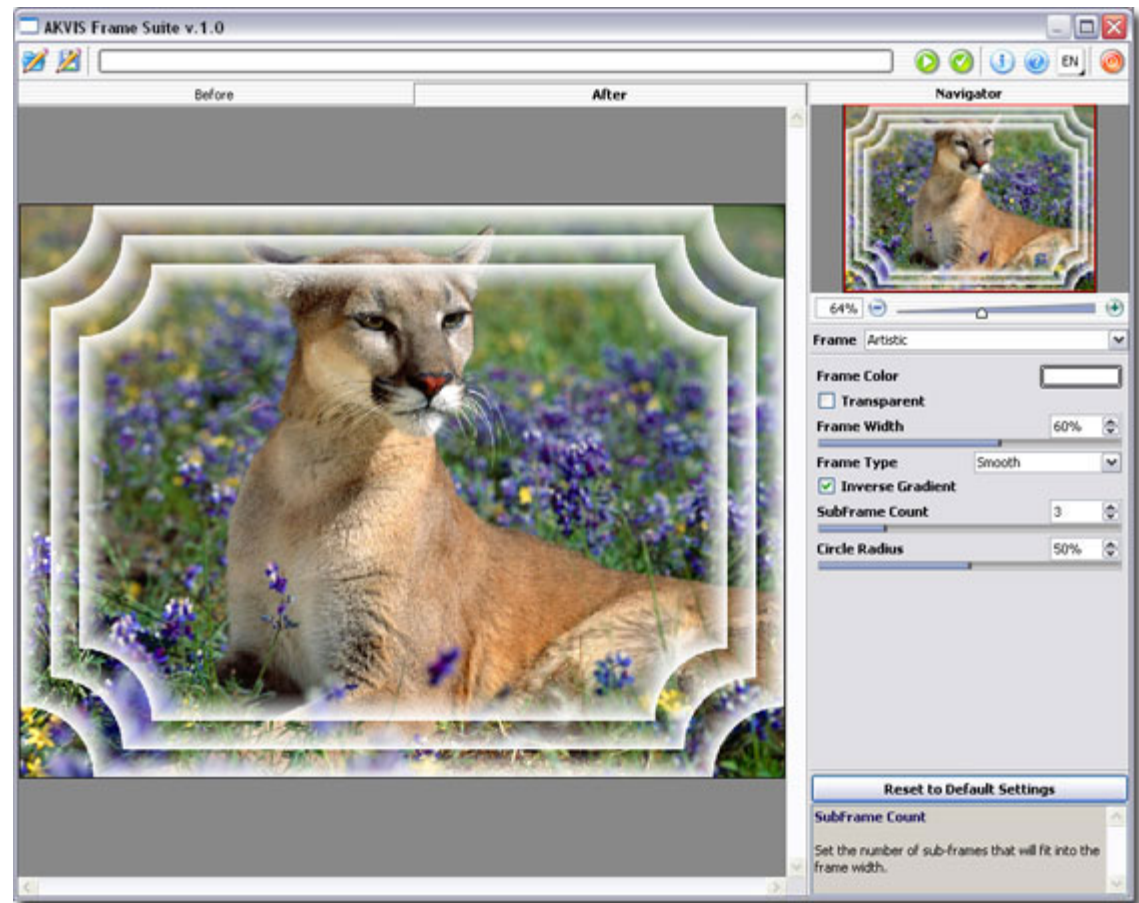
Fig. 2.

5. Adjust the settings of the chosen frame as you wish and press the button [icon] again (fig. 3).

6. The new settings for this frame can be saved as a preset for future use. To save a

   preset click the button [icon] in the plug-in window.

   To load a previously saved preset, press the button [icon].

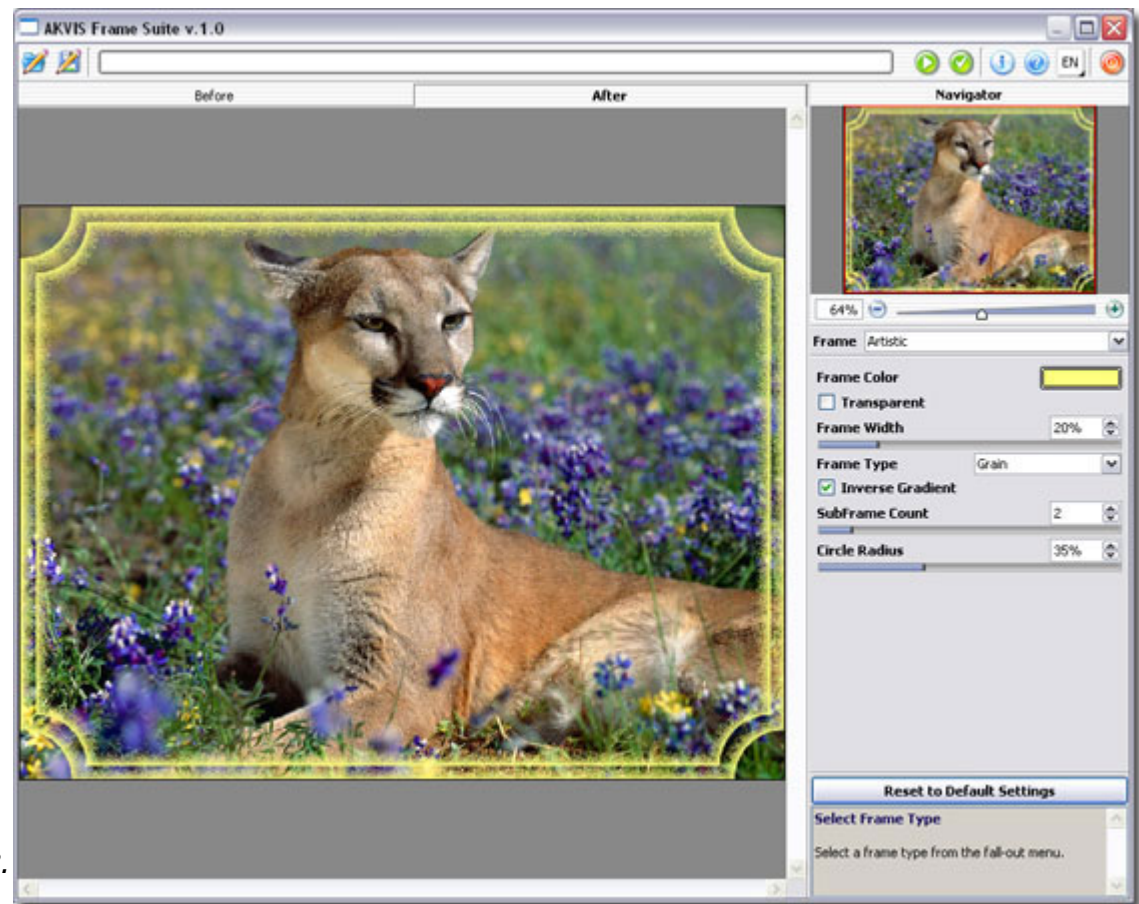7. Press the button [icon] to apply the changes and to close the plug-in window.

Fig. 3.

Follow the instruction below to add a frame to an image with the standalone version of **AKVIS Frame Suite**.

1. Launch the program **AKVIS Frame Suite** (fig. 4). You can do it in the following way:
   - On a **Windows** computer:
     - In the main menu: press the button **Start** and select from the pop-up menu the command **AKVIS – Frame Suite**.
     - Using the program's shortcut on the Desktop: put the cursor on the icon of the program **AKVIS Frame Suite** and double-click it with the left mouse button.
   - On a **Macintosh** computer:
     - Using **Finder**: select the folder **Applications** on the side bar of the **Finder** window, select the application **AKVIS Frame Suite** and double-click it.
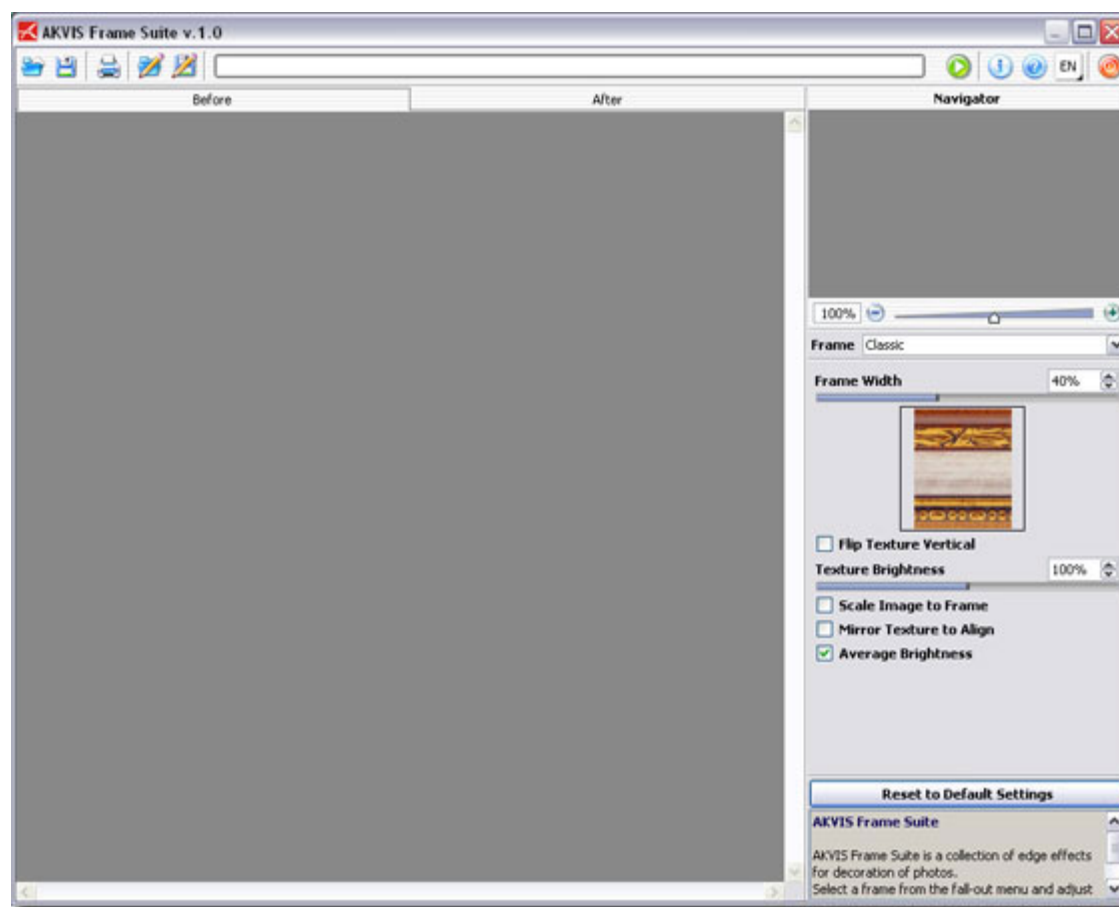
Fig. 4.

2. Open an image for editing (fig. 5). For this purpose, press the button and select the required file in the dialog box. The program supports images in bmp, jpg and png formats.

3. Select one of the frames available in the fall-out menu **Frame** in the **Settings** panel. All parameters of the selected frame have default values.
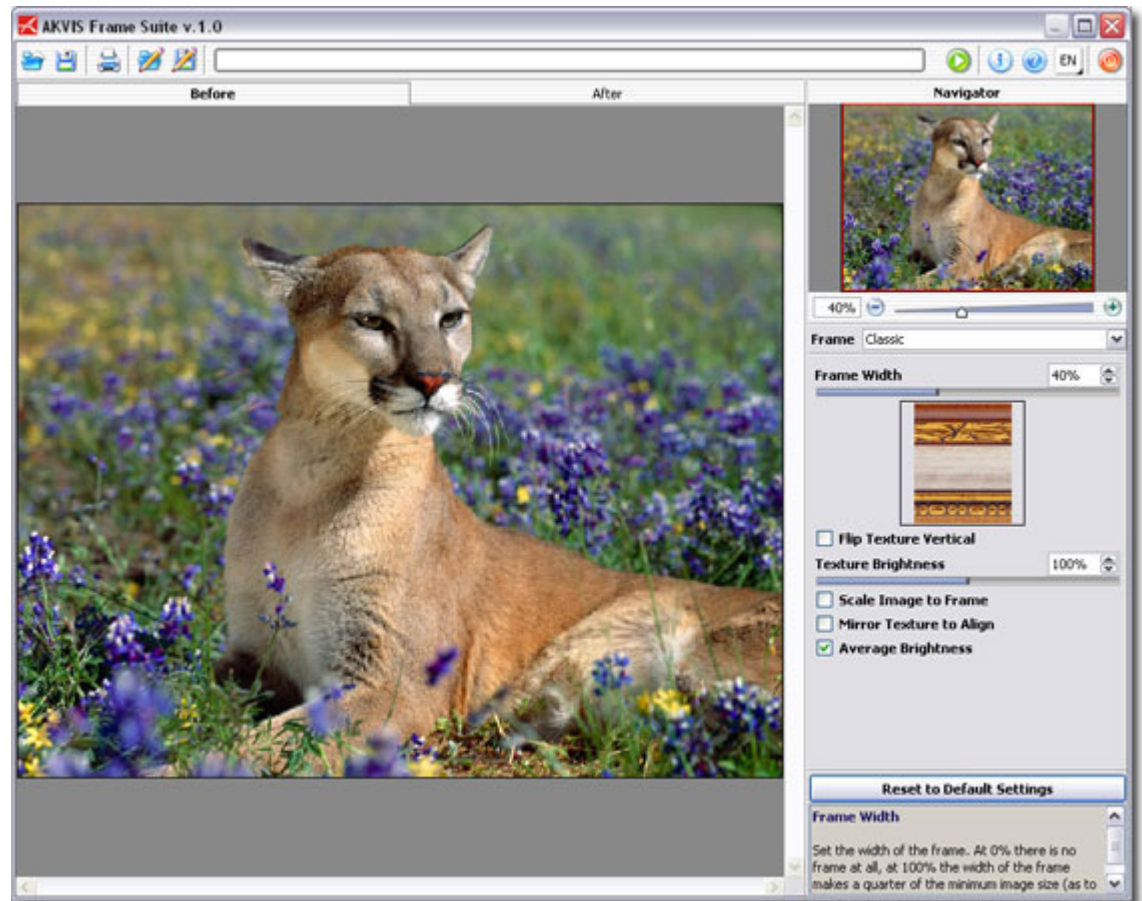

Fig. 5.

16

4. Press the button ⊙. The image with the frame applied at default setting will be shown in the **After** tab. Switch between the tabs using the Tab-key.
    Left-click on any point of the image to temporarily switch to the **Before** tab and compare the original image with the framed one.

5. Adjust the settings of the chosen frame as you wish and press the button ⊙ again (fig.6).

6. Save the framed image. For this purpose press the button 💾 and in the **Save As** dialog box enter a name for the file, set its format (jpeg, bmp or png) and indicate a folder to which you want to save the file.
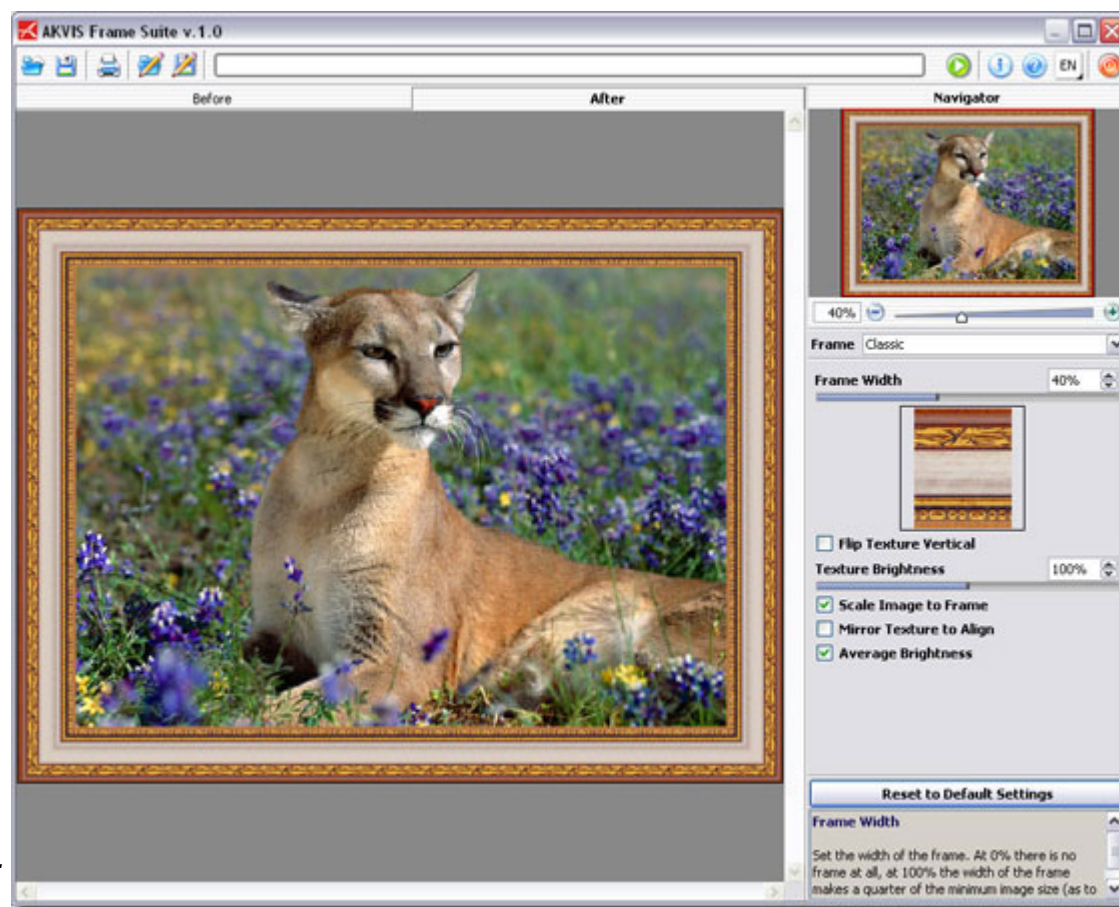

Fig. 6.

7. The new settings for this frame can be saved as a preset for future use. To save a preset press the button [image] in the plug-in window.

    To load a previously saved preset, press the button [image] .

8. It is possible to print the image. For this purpose press the button [image] , adjust print settings in the **Print** dialog box and press the button **Print**.

    The left part of the **Print** dialog box is the preview area where the current position of the image on the page is shown, in the left part of the dialog box the print settings are adjusted:

    - The check-boxes **Album** and **Portrait** set the page orientation when printing. The check-box **Album** corresponds to the horizontal page orientation (width larger than height), the check-box **Portrait** - to vertical.

    - The parameters **Scale, Width** and **Height** and the check-box **Fit to Page** set the printed size of the image. They do not influence the image itself, only its printed copy. It is possible to change the size of the printed copy by specifying the image scale in % (any value less than 100% reduces the image, any value over 100% increases it) or by setting new values for width and height in the corresponding fields. If you just want to fit the image into the page, enable the check-box **Fit to Page**.

    - The image in the preview area has a frame with markers that allow changing the image size manually. Put the mouse cursor to a corner marker or to one of the sides (the cursor will transform to a two-side arrow) and drag the marker or the side. To change the position of the image on the page, bring the cursor to the center of the image, press the left mouse button and move the cursor. Besides, it is possible to define the image position on the page with the parameter **Move To** by clicking on one of the nine squares.

    If your computer is connected to a local network with several printers or several output devices are connected to this computer, you will have to choose one of the available printers to do the job. Click **Printer Setup** in the dialog box **Print**, select a printer in the opening dialog box and adjust the printing settings.

9. Close the program **AKVIS Frame Suite** by pressing the button [image] .

Classic Frame

The **Classic Frame** suits for decoration of photos in the classic style (fig.1). It consists of four slats cut at 45 degrees on both ends and joined together. The width, the texture and its brightness are adjusted in the **Settings** panel.
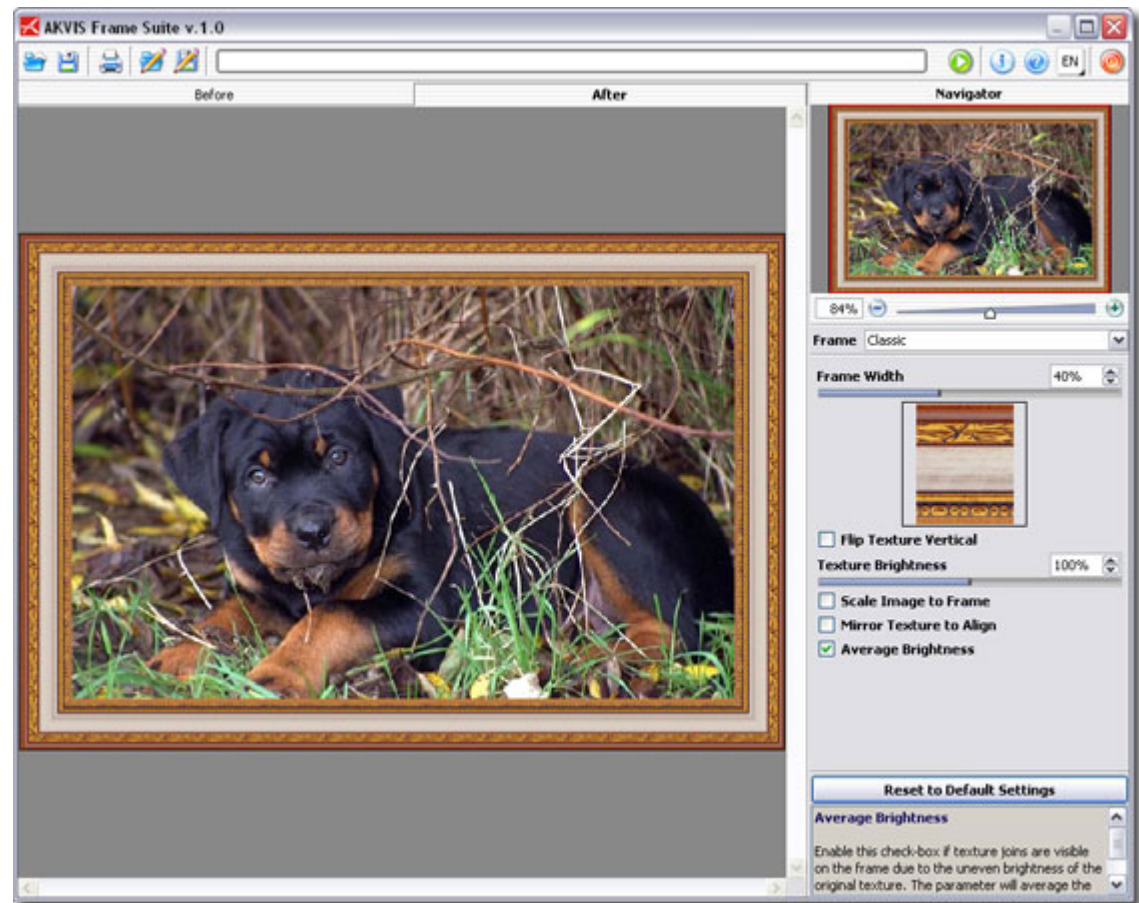

Fig. 1.

The **Settings** panel offers the following parameters for this frame.

- **Frame Width**. The parameter sets the width of the frame. The values of the parameter vary from 0 to 100%. At 0% there is no frame, at 100% the width of the frame makes a quarter of the minimum image size (as to its width or height). For example, for an image 600 x 800 pixels the 100% width of the frame is calculated as follows: 1/4 from the minimum size (600 px) is 150 pixels.

Frame Width = 30%   *Frame Width = 30%*

- **Texture**. Select a texture from the **Texture Library**. To open the **Texture Library** double-click with the left mouse button on the sample box (fig. 2).

Fig. 2.

The program comes with a rich collection of textures. Classic Frames are found in the **Classic** folder of the **Texture Library**. Double-click on the texture to select it.

It is possible to **apply your own textures**. For this purpose create and save a pattern into a folder on your computer. The pattern for the classic frame can be **square** or **rectangular** and must be saved as a **jpg** or **bmp** file.

To load your own texture into **AKVIS Frame Suite**, open the **Texture Library**, press the button ![icon] and select a texture from the dialog box **Select user texture**.

To return to the **Texture Library** without selecting a texture press the button ![icon].

• Check-box **Flip Texture Vertical**. When the check-box is enabled the texture turns over as to the horizontal line, that is top-down. As a result the outer and the inner border of the frame swap over.

*Check-box **Flip Texture Vertical**
disabled*
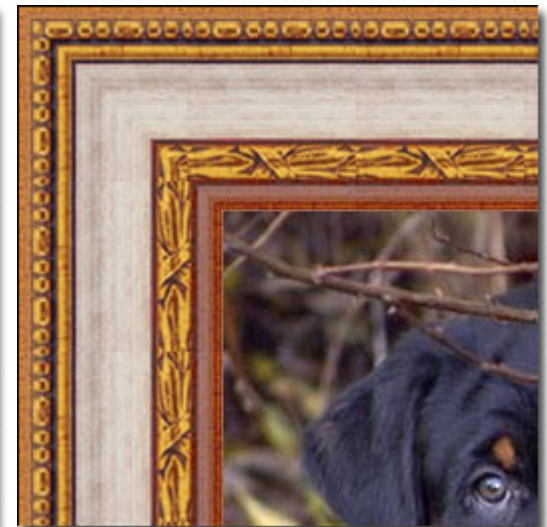
*Check-box **Flip Texture Vertical**
enabled*

- **Texture Brightness.** The parameter allows changing the brightness of the original texture. The values of the parameter vary from 0 to 200%. The brightness of the original texture equals 100%. To darken the frame, set the value of the parameter less than 100%; to brighten the frame, set a value higher than 100%.

Texture Brightness = 50%   *Texture Brightness =130%*
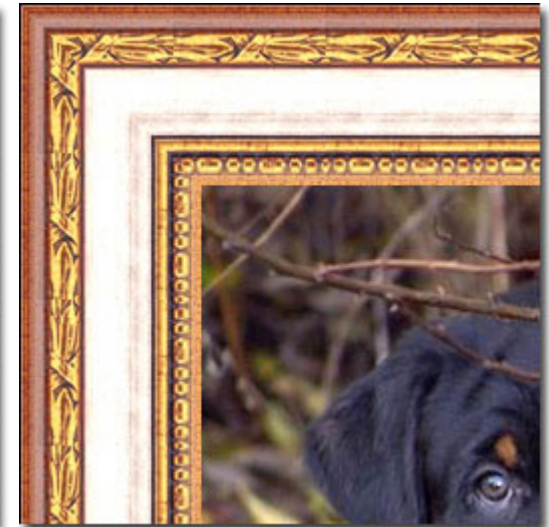
- Check-box **Scale Image to Frame**. When the check-box **Scale Image to Frame** is enabled, the image is scaled to fit the frame. When the check-box is disabled, the frame overlays the image on it borders. Please note that to keep the image ratio when it is scaled to frame, a small portion of the image (either at width or height) will be still cut out.

*Check-box **Scale Image to Frame** disabled*   *Check-box **Scale Image to Frame** enabled*

- If the original texture is not perfect, the joins are visible and the frame is uneven. To smooth the joints use the check-boxes: **Mirror Texture to Align** and **Average Brightness**. These check-boxes can be used separately or together.

  Let's take a texture having uneven brightness - the left part of the texture is brighter than the right (fig. 3).

Fig. 3.

If you generate a frame using this texture with both check-boxes (**Mirror Texture to Align** and **Average Brightness**) disabled, you will get figure 4 (below).

- o The check-box **Mirror Texture to Align** allows joining textures taking into account their brightness - the bright end of the texture joins the bright end, the dark end joins the dark end. The textures are mirrored in this way to achieve a smooth transition.

- o The check-box **Average Brightness** allows smoothing the visible texture joints by averaging their brightness.

Pic. 4. Check-boxes disabled

Check-box ***Mirror Texture to Align*** *enabled*

Check-boxes ***Average Brightness*** *and* ***Mirror Texture to Align*** *enabled*

Let's take one more example to show how the parameters **Average Brightness** and **Mirror Texture to Align** work. We take the following texture (fig. 5).
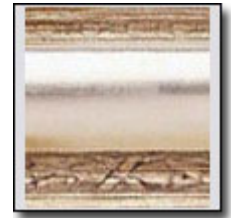
Fig. 5.

As you see on the picture below, in this case it suffices to enable the check-box **Average Brightness** to achieve a good result.

Fig. 6. Check-boxes disabled

Check-box ***Mirror Texture to Align*** *enabled*

Check-boxes ***Average Brightness*** *and* ***Mirror Texture to Align*** *enabled*

Pattern Frame

The **Pattern Frame** is formed by regular patterns generated all along the perimeter of the image (fig. 1). As a pattern you can take a sample from the **Texture Library** or your own objects on a transparent background.
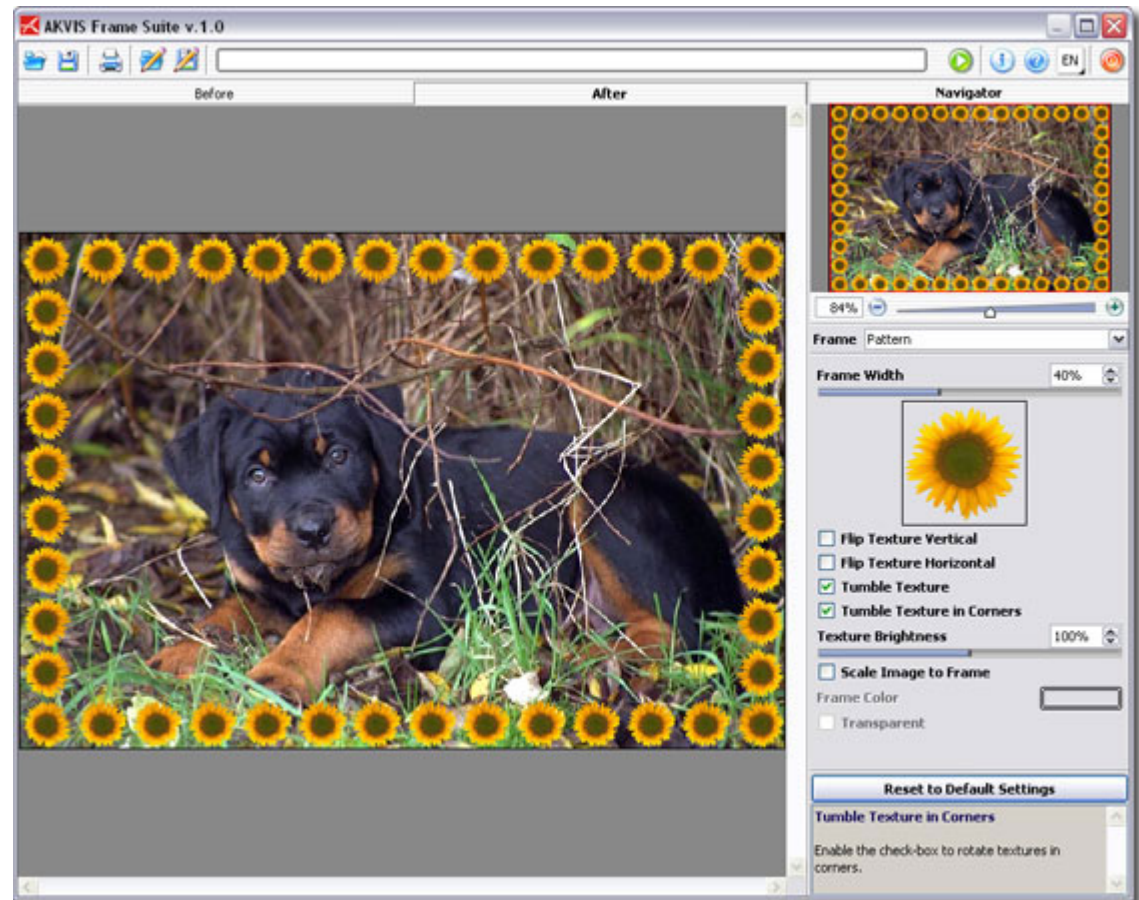
Fig. 1.

The **Settings** panel offers the following parameters for this frame.

- **Frame Width**. The parameter sets the width of the frame. The values of the parameter vary from 0 to 100%. At 0% there is no frame, at 100% the width of the frame makes a quarter of the minimum image size (as to its width or height). For example, for an image 600 x 800 pixels the 100% width of the frame is calculated as follows: 1/4 from the minimum size (600 px) is 150 pixels.
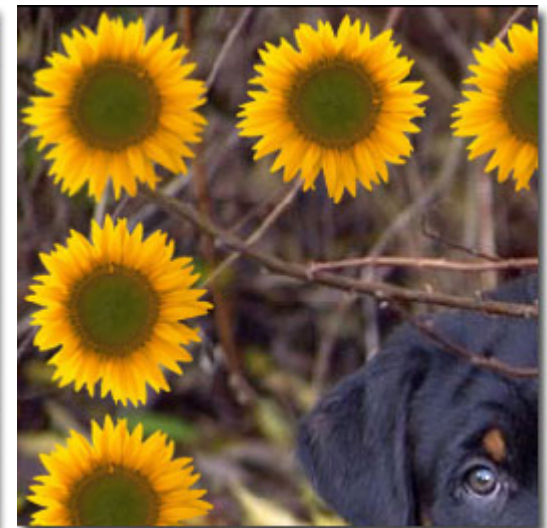
Frame Width = 30%   *Frame Width = 80%*

- **Texture**. The texture for the frame is selected from the **Texture Library**. To open the **Texture Library** double-click with the left mouse button on the texture sample in the box.

Fig. 2.

The program comes with a rich collection of textures. Pattern for the Pattern Frame are found in the **Pattern** folder of the **Texture Library**. Double-click on the texture to select it.

It is possible to **apply your own textures**. For this purpose create and save a pattern into a folder on your computer. The pattern must be **square,** and have one or several objects on a **transparent background** in **png** format.

To load your own texture into **AKVIS Frame Suite**, open the **Texture Library**, press the button ![icon] and select a texture from the dialog box **Select user texture**.

To return to the **Texture Library** without selecting a texture press the button ![icon].

- Check-box **Flip Texture Vertical**. When the check-box is enabled the texture turns over as to the horizontal line, that is top-down.

*Check-box **Flip Texture Vertical** disabled*
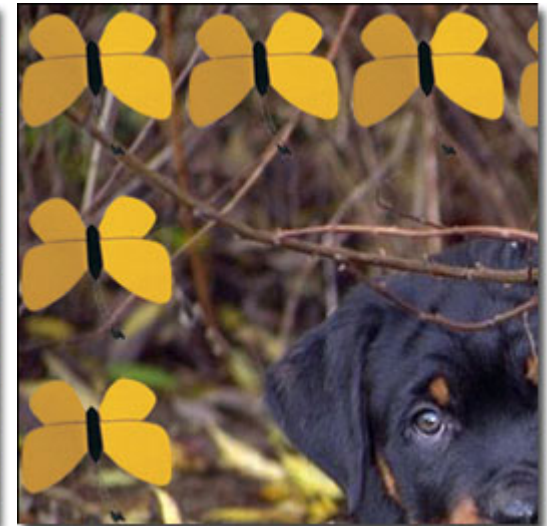
*Check-box **Flip Texture Vertical** enabled*

- Check-box **Flip Texture Horizontal**. When the check-box is enabled the texture turns over as to the vertical line, that is right-to-left.

*Check-box **Flip Texture Horizontal** disabled*

*Check-box **Flip Texture Horizontal** enabled*

- There are several **variants of texture lay-out** in corners and on the sides of the frame.

  1. Without rotation (the check-box **Tumble Texture** is disabled).

  2. Texture rotates in the corners and on the sides (the check-boxes **Tumble Texture** and **Tumble Texture in Corners** are enabled).

  3. Texture rotates on the sides but not in the corners (the check-box **Tumble Texture** is enabled while the check-box **Tumble Texture in Corners** is disabled).

Without rotation   *Rotates in the corners and on the sides*   *Rotates on the sides but not in the corners*

- **Texture Brightness.** The parameter allows changing the brightness of the original texture. The values of the parameter vary from 0 to 200%. The brightness of the original texture equals 100%. To darken the frame, set the value of the parameter less than 100%; to brighten the frame, set a value higher than 100%

Texture Brightness = 50%   *Texture Brightness = 130%*
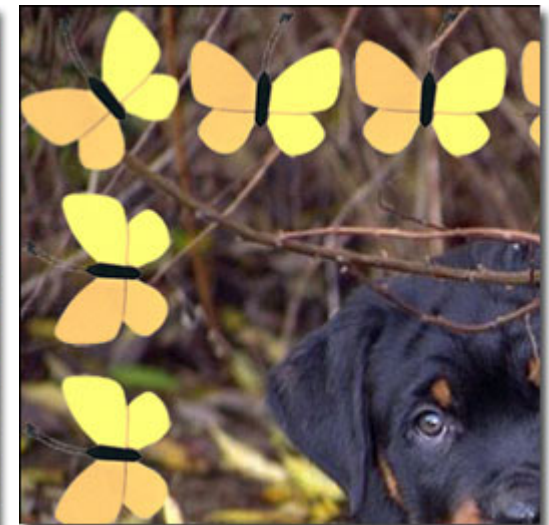
- Check-box **Scale Image to Frame**. When the check-box **Scale Image to Frame** is enabled, the image is scaled to fit the frame. When the check-box is disabled, the frame overlays the image on it borders. Please note that to keep the image ratio when it is scaled to frame, a small portion of the image (either at width or height) will be still cut out.

- **Frame Color**. The parameter sets the color of the frame under the pattern (this parameter can be set only if the check-box **Scale Image to Frame** is enabled). To select a color double-click on the color plate and select a color from the **Standard Color Selection Dialog**.

- **Transparent**. When the check-box **Transparent** is enabled the pattern is drawn on a transparent background. It can be useful on an image with several layers to use the lower layer(s) as the background color for the pattern.

*Check-box **Scale Image to Frame** is disabled*

*Check-box **Scale Image to Frame** is enabled and yellow is set as the background color*

*Check-boxes **Scale Image to Frame** and **Transparent** enabled*

30

Strokes

The **Strokes** frame is made up of straight lines drawn along the border (fig.1). The width of the frame as well as the width, the number and the length of the lines can be set in the **Settings** panel.
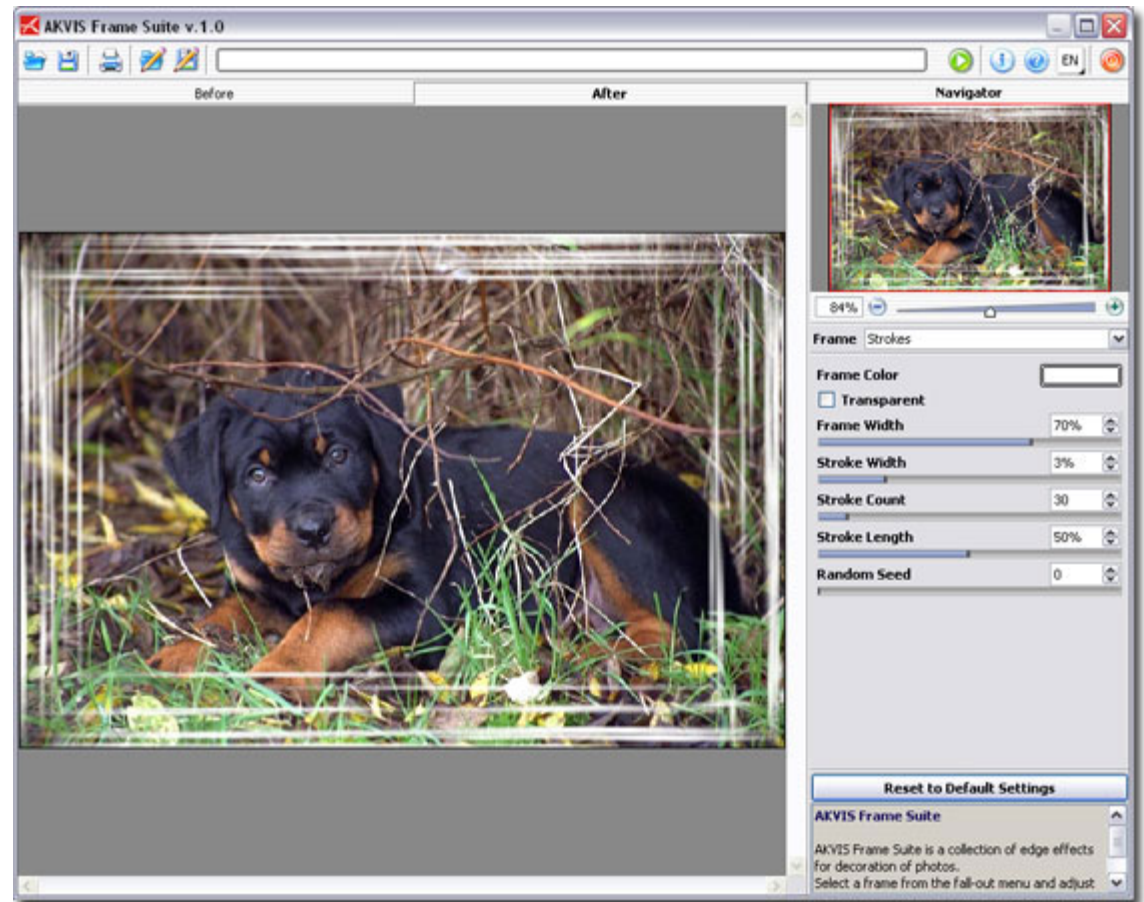
Fig. 1.

The **Settings** panel offers the following parameters for this frame.
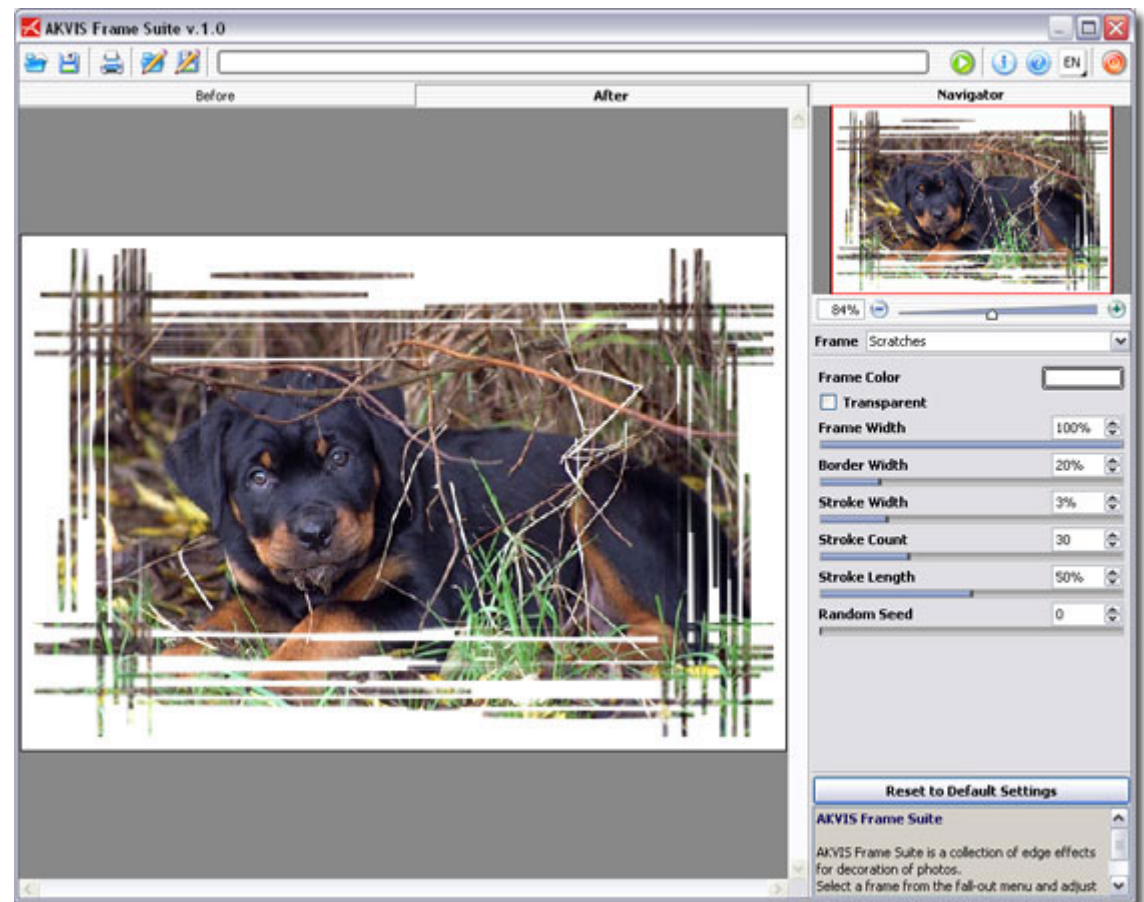
- **Frame Color**. The parameter sets the color of the strokes that form the frame. Select a color by double-clicking the color plate and choosing a color from the **Standard Color Selection Dialog**.

- **Transparent**. When the check-box **Transparent** is enabled, the image under the frame gets transparent. One may need it on an image with several layers; in this way, the image on the lower layer(s) is visible and serves as a frame.

Light-green color selected   *Check-box **Transparent** enabled*

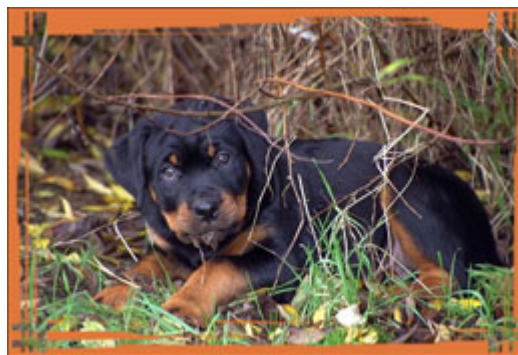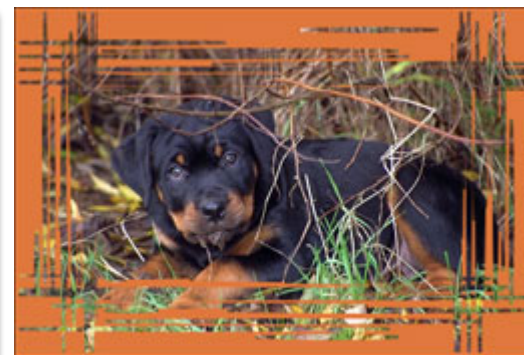- **Frame Width**. The parameter sets the width of the frame on which strokes are drawn. The values of the parameter vary from 0 to 100%. At 0% there is no frame, at 100% the width of the frame makes a quarter of the minimum image size (as to its width or height). For example, for an image 600 x 800 pixels the 100% width of the frame is calculated as follows: 1/4 from the minimum size (600 px) is 150 pixels.
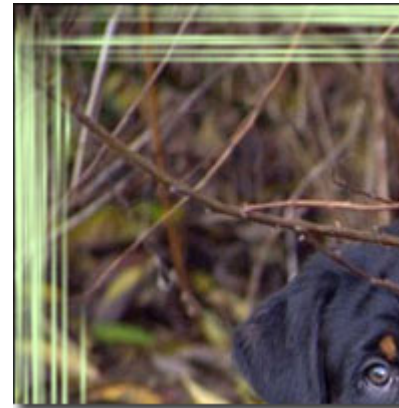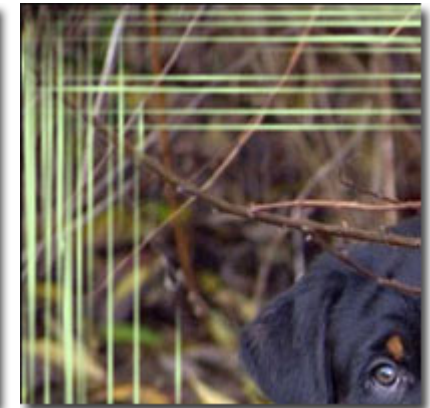
Frame Width = 40%   *Frame Width = 90%*

- **Stroke Width**. The parameter sets the width of the strokes in percent from a quarter of the minimum image size (as to its width or height). The values of the parameter vary between 1 and 10%. The higher the value of the parameter, the wider are the strokes; if the strokes are extremely wide, they merge and look like one thick line.
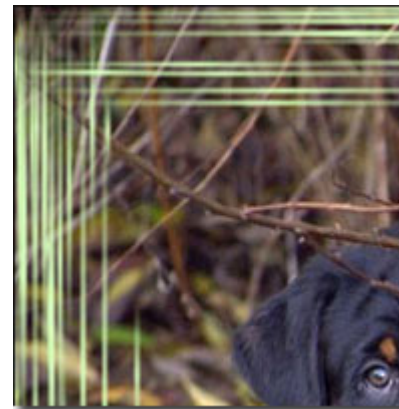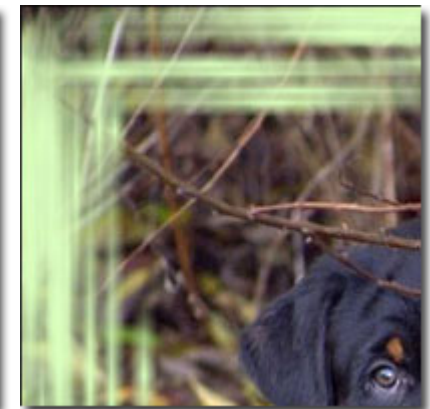
Stroke Width = 2%   *Stroke Width = 7%*

- **Stroke Count**. This parameter sets the number of strokes drawn on each side of the image. The values of the parameter vary between 1 and 300. The higher the value, the more strokes are drawn on each side of the image.
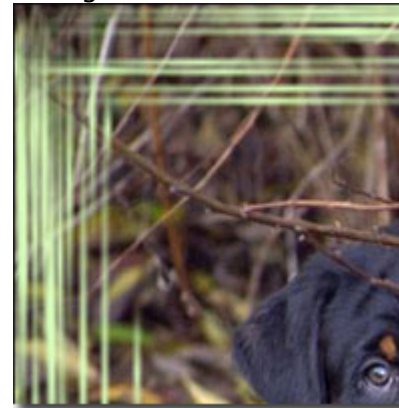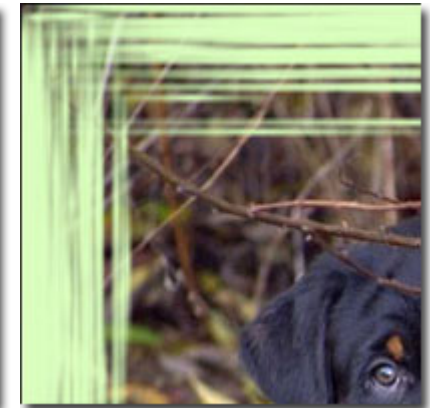
Stroke Count = 30   *Stroke Count = 150*

- **Stroke Length**. The parameter sets the maximum length of the drawn strokes. The stroke length is calculated in percent from the length of the side along which it is drawn. For example, if the side length is 800 px and the value of the parameter **Stroke Length** is 50%, then the maximum length of the drawn strokes is 400 pixels.
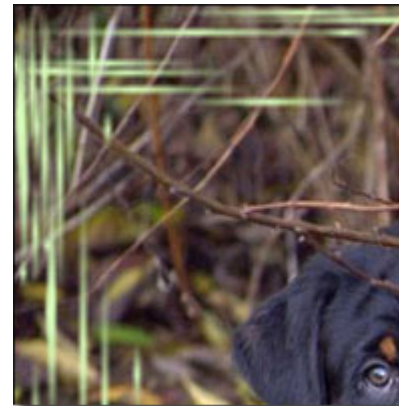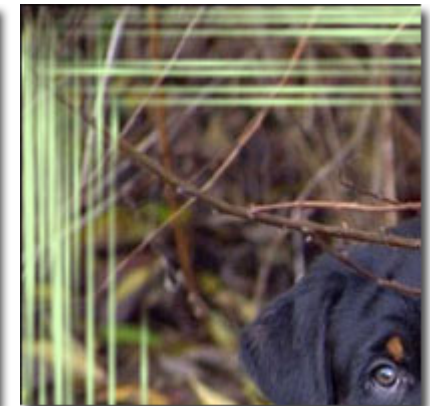
Stroke Length = 20%   *Stroke Length = 50%*

- **Random Seed**. It is the starting number for the random number generator that defines the distribution of strokes. It can be any number between 0 and 9999. Every number corresponds to a particular strokes distribution (provided all other parameters stay the same).
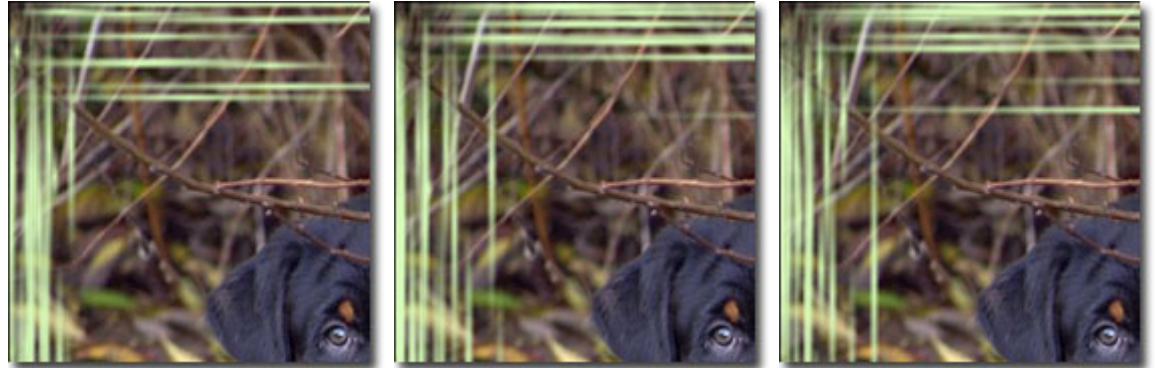
Scratches

The frame **Scratches** represents a color frame with "scratched" surface, through which the original image can be seen (fig. 1). The width of the frame as well as the width, the number and the length of the scratches can be set in the **Settings** panel.

Fig. 1.

The **Settings** panel offers the following parameters for this frame.

- **Frame Color**. The parameter sets the color of the scratched frame. Select a color by double-clicking the color plate and choosing a color from the **Standard Color Selection Dialog**.

- **Transparent**. When the check-box **Transparent** is enabled, the image under the frame gets transparent. One may need it on an image with several layers; in this way, the image on the lower layer(s) is visible and serves as a frame.

Brown color selected   *Check-box **Transparent** enabled*
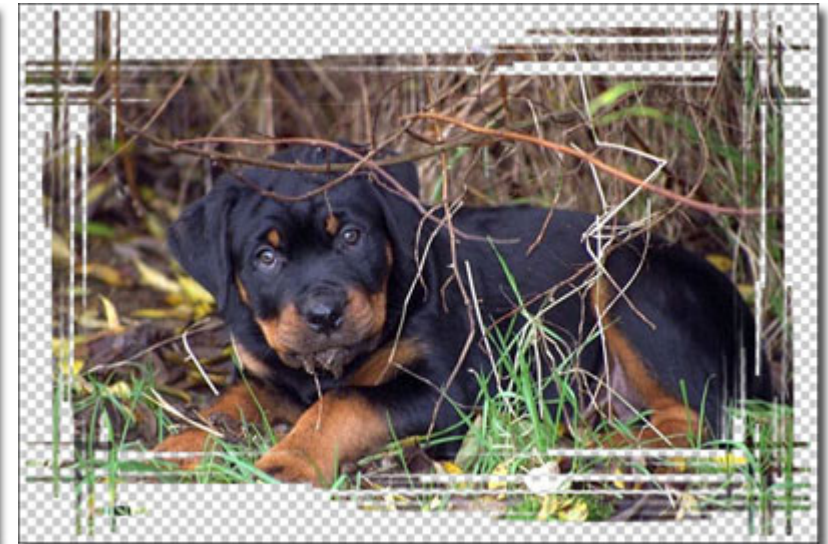
- **Frame Width**. The parameter sets the width of the frame on which scratches are made. The values of the parameter vary from 0 to 100%. At 0% there is no frame, at 100% the width of the frame makes a quarter of the minimum image size (as to its width or height). For example, for an image 600 x 800 pixels the 100% width of the frame is calculated as follows: 1/4 from the minimum size (600 px) is 150 pixels.

Frame Width = 40%   *Frame Width = 90%*

- **Border Width**. The parameter sets the width of the outer border of the frame on which no scratches are made. It is set in percent from the frame width. The values of the parameter vary from 0 to 100%. At 0% there is no outer frame at all and scratches are drawn right from the image border. The higher the value of the parameter, the thicker is the solid border; at 100% the border occupies a half of the frame width.
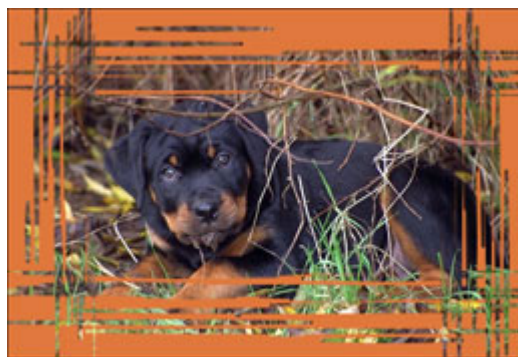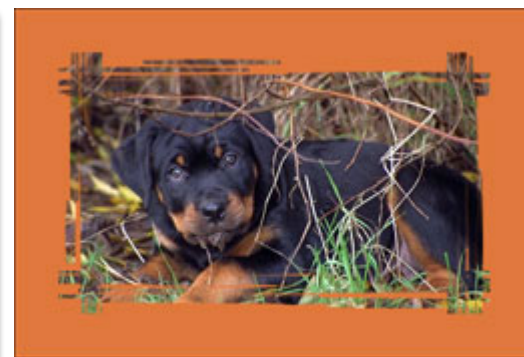
Border Width = 0%   *Border Width = 100%*

- **Stroke Width**. The parameter sets the width of the scratches in percent from a quarter of the minimum image size (as to its width or height). The values of the parameter vary between 1 and 10%. The higher the value of the parameter, the wider are the strokes; if the strokes are extremely wide, they merge and look like one thick line.
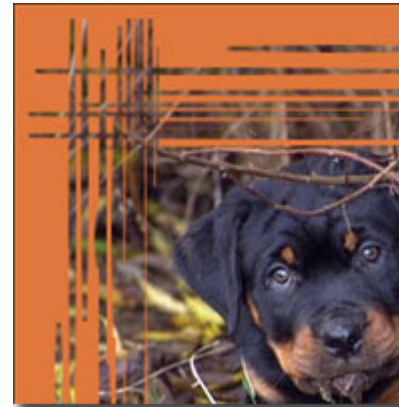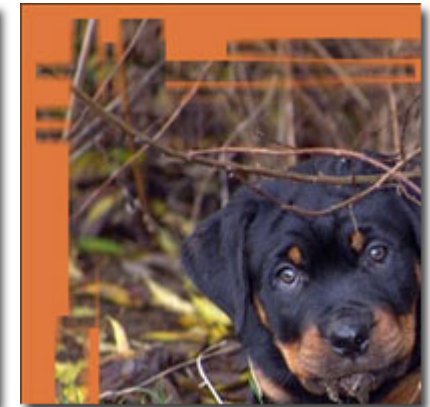
Stroke Width = 2%   *Stroke Width = 7%*

- **Stroke Count**. The parameter sets the number of lines "scratched" on each side of the frame. The values of the parameter vary between 1 and 300. The higher the value, the more scratches are made on each side of the frame.
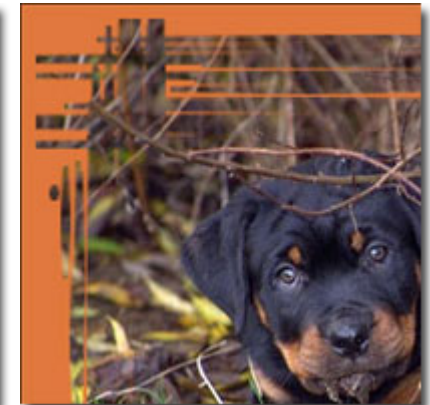
Stroke Count = 20   *Stroke Count = 70*

- **Stroke Length**. The parameter sets the maximum length of the scratches. The maximum length is calculated in percent from the length of the side along which it is drawn. For example, if the side length is 800 px and the value of the parameter **Stroke Length** is 50%, then the maximum length of the scratches is 400 pixels.
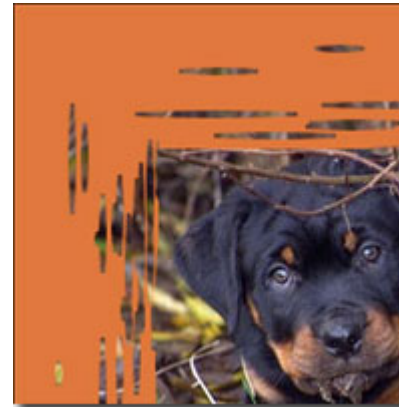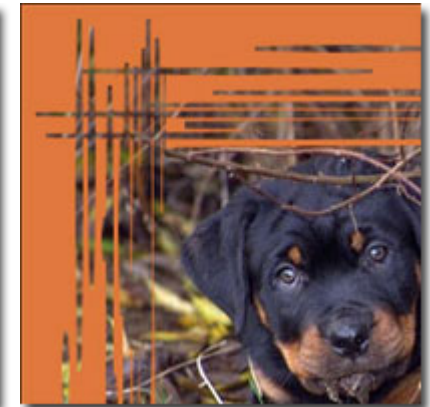
Stroke Length = 10%   *Stroke Length = 40%*

- **Random Seed**. It is the starting number for the random number generator that defines the distribution of scratches on the frame. It can be any number between 0 and 9999. Every number corresponds to a particular distribution of scratches (provided all other parameters stay the same).
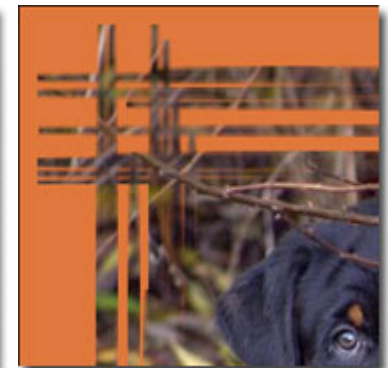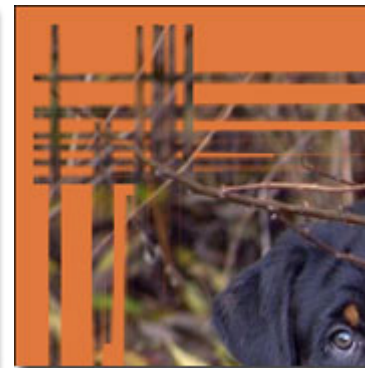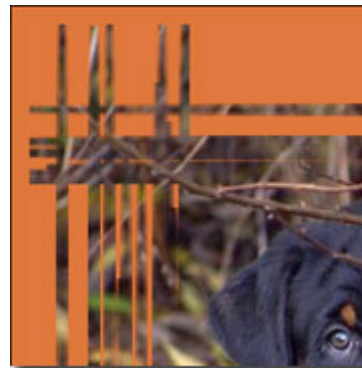
Squares

The **Squares** Frame represents a frame made of square tiles (fig. 1). The width, the quantity, the color of the tiles and the opacity of their edges are defined in the **Settings** panel.

The frame **Squares** consists of two parts: **Outer Frame** - on the figure 2 it is made up of green tiles, and **Inner Frame** - blue tiles.
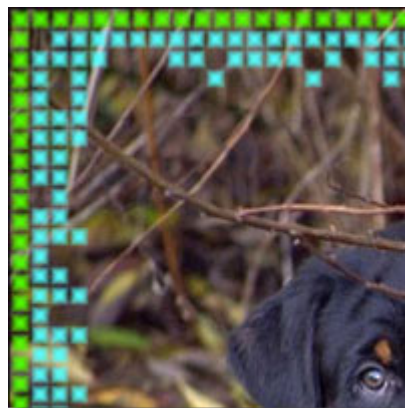
Fig. 2.
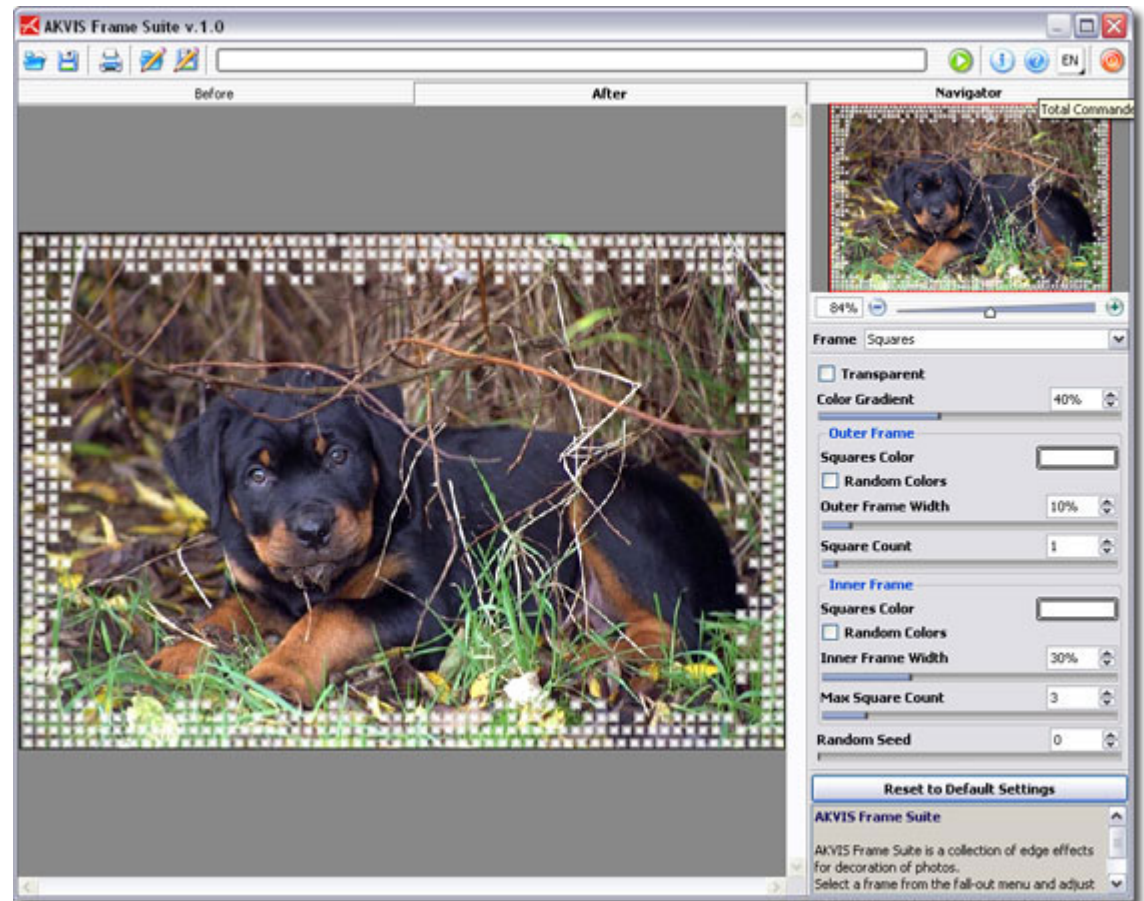
Fig. 1.

The **Settings** panel offers the following parameters for this frame.

- **Transparent**. When the check-box **Transparent** is enabled, the image under the frame gets transparent. One may need it on an image with several layers; in this way, the image on the lower layer(s) is visible and serves as a frame.
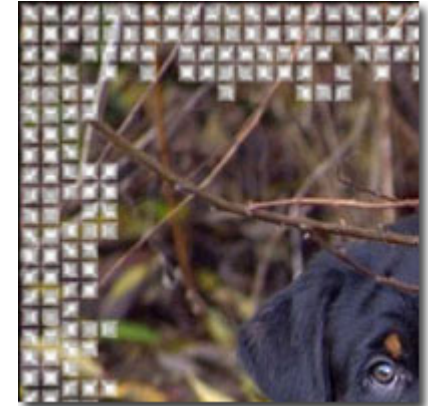
*Check-box **Transparent** enabled*

- **Color Gradient.** This parameter allows changing the opacity of the tiles' edges. The values of the parameter vary from 0% to 100%. At 0% the tiles' edges are solid, as you increase the value of the parameter the transparency of the edges increases, the tiles look more three-dimensional.
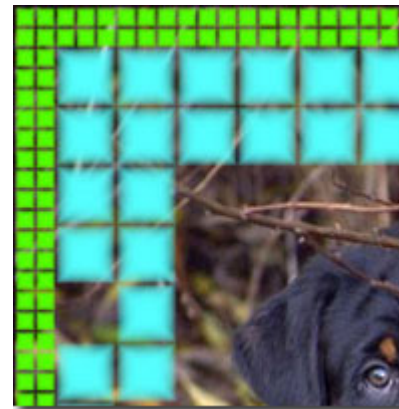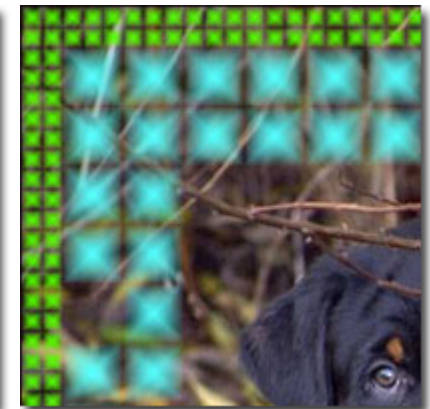
Color Gradient = 5%   *Color Gradient = 40%*

Outer Frame

- **Squares Color**. The color plate **Squares Color** in the **Outer Frame** field sets the color of the outer tiles. Select a color by double-clicking the color plate and choosing a color from the **Standard Color Selection Dialog**.

- **Random Colors.** When the check-box **Random Colors** is enabled, the outer frame is formed by motley tiles.
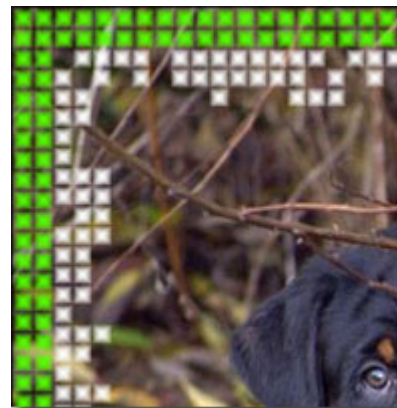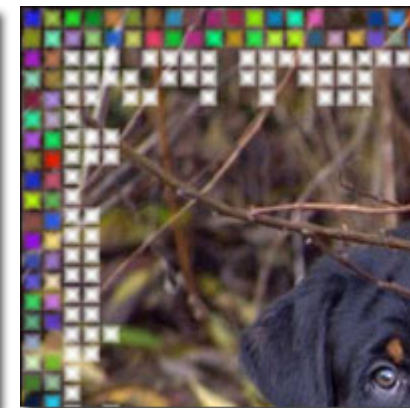

Green color selected   *Check-box **Random Colors** for the Outer Frame is enabled*

- **Outer Frame Width**. The parameter sets the width of the outer frame. The values of the parameter vary from 0 to 100%. At 0% the outer frame is not drawn (only the inner frame appears), at 100% the width of the frame makes a quarter of the minimum image size (as to its width or height).

- **Square Count**. The parameter sets the number of squares that the outer frame will include at the defined width. The values of the parameter vary from 0 to 20. At 0 the outer frame will not be drawn at all.

Outer Frame Width = 50%,
Square Count = 5

Outer Frame Width = 50%,
Square Count = 10

Inner Frame

- **Squares Color**. The color plate **Squares Color** in the **Inner Frame** field sets the color of the inner tiles. Select a color by double-clicking the color plate and choosing a color from the **Standard Color Selection Dialog**.

- **Random Colors.** When the check-box **Random Colors** is enabled, the inner frame is formed by motley tiles.
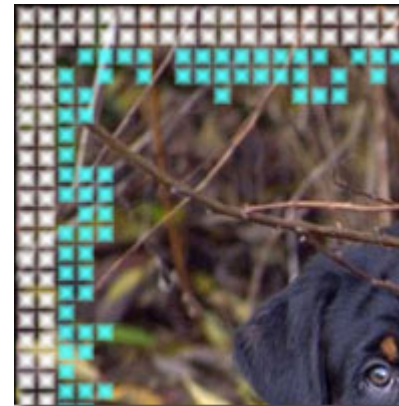
Blue color is selected
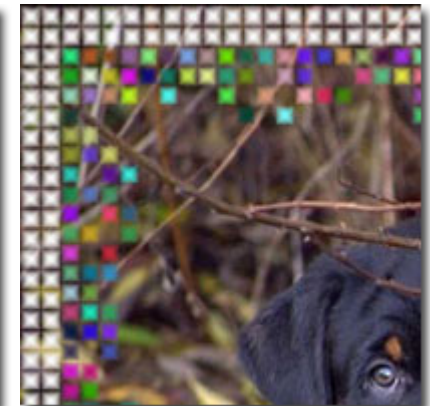
*Check-box **Random Colors***
for the Inner Frame is enabled

- **Inner Frame Width.** The parameter sets the width of the inner frame. The values of the parameter vary from 0 to 100%. At 0% the inner frame is not drawn (only the outer frame appears), at 100% the width of the frame makes a quarter of the minimum image size (as to its width or height).
- **Max Square Count.** The parameter sets the maximum number of squares in the defined width of the inner frame. The values of the parameter vary from 0 to 20. At 0 the inner frame will not be drawn at all. At a value of the parameter > 0 the number of squares in every row is set at random and varies from 0 to the set maximum number.
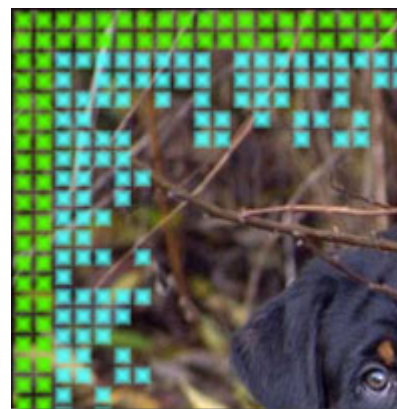
Inner Frame Width = 50%, Max Square Count = 5
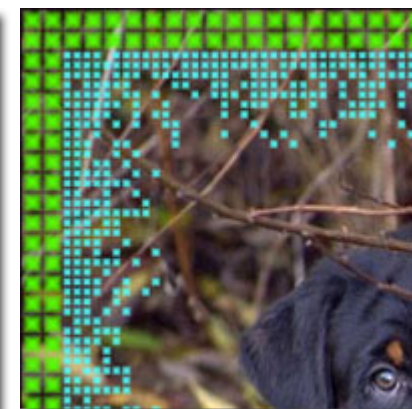
Inner Frame Width = 50%, Max Square Count = 10

- **Random Seed**. It is the starting number for the random number generator that defines the distribution of tiles at the inner border of the frame. It can be any number between 0 and 9999. Every number corresponds to a particular tiles distribution (provided all other parameters stay the same).
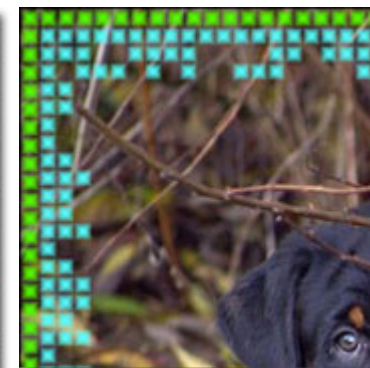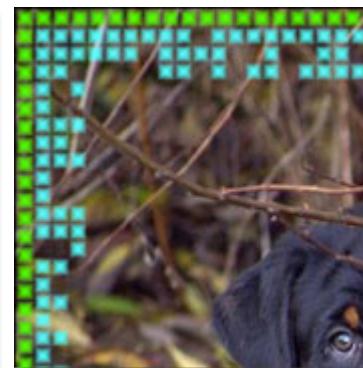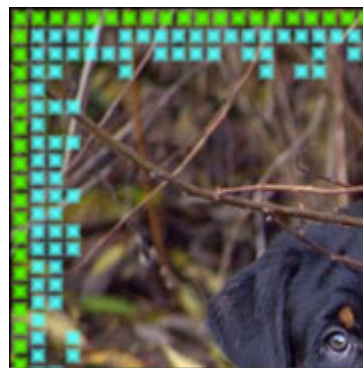
Ragged

The **Ragged Frame** is a frame consisting of medium-sized random particles that create an effect of ragged edges (fig. 1). The width, the color and the level of effect are adjusted in the **Settings** panel.
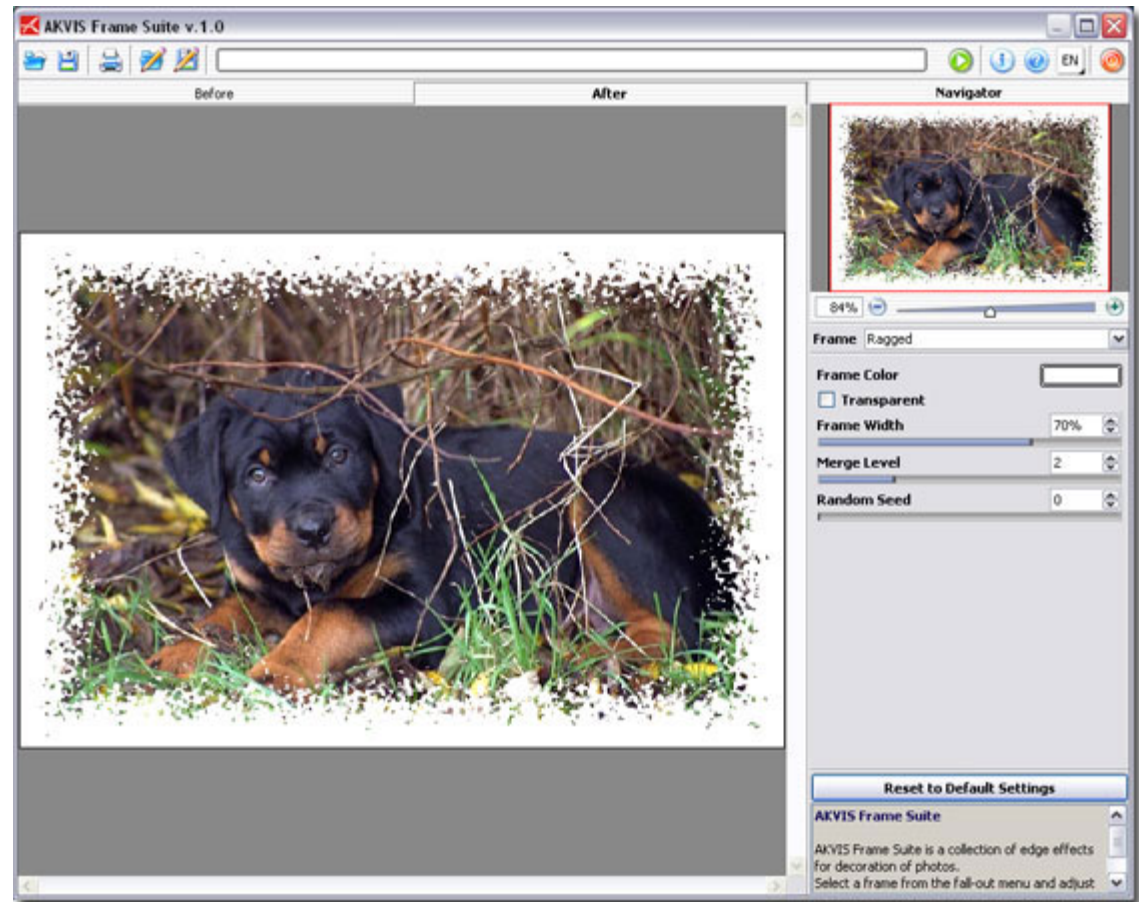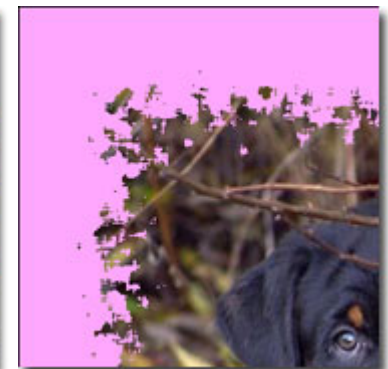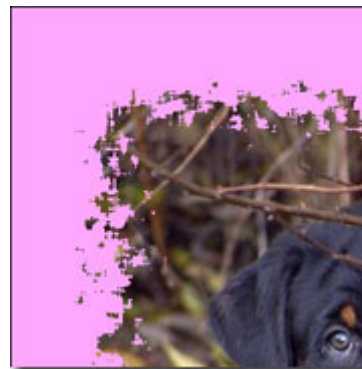

Fig. 1.

The **Settings** panel offers the following parameters for this frame.

- **Frame Color**. The parameter sets the color of the frame. Select a color by double-clicking the color plate and choosing a color from the **Standard Color Selection Dialog**.

- **Transparent**. When the check-box **Transparent** is enabled, the image under the frame gets transparent. One may need it on an image with several layers; in this way, the image on the lower layer(s) is visible and serves as a frame.

Rose color is selected   *Check-box **Transparent** enabled*

- **Frame Width**. The parameter sets the width of the frame. The values of the parameter vary from 0 to 100%. At 0% there is no frame, at 100% the width of the frame makes a quarter of the minimum image size (as to its width or height). For example, for an image 600 x 800 pixels the 100% width of the frame is calculated as follows: 1/4 from the minimum size (600 px) is 150 pixels.
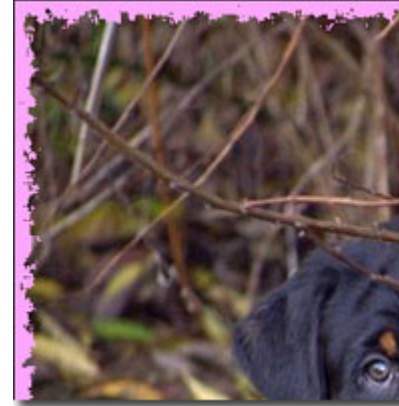

Frame Width = 15%   *Frame Width = 100%*

- **Random Seed**. It is the starting number for the random number generator that defines the distribution of particles at the inner border of the frame. It can be any number between 0 and 9999. Every number corresponds to a particular particles distribution (provided all other parameters stay the same).

- **Merge Level**. The parameter sets the level of particles merging at the inner edge of the frame. The values of the parameter vary from 0 to 8. At **Merge Level** = 0 the frame consists of small random particles, as you increase the value, particles get larger and merge to form a ragged frame.
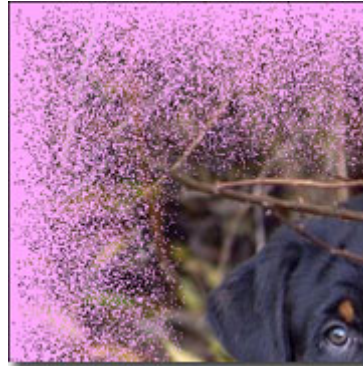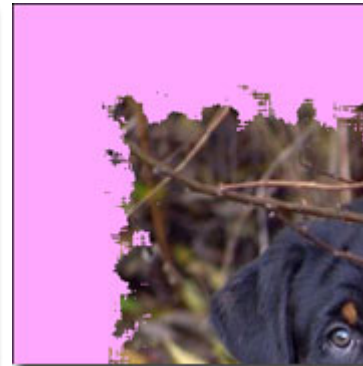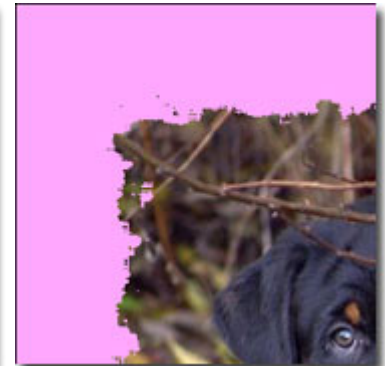

Merge Level = 0

Merge Level = 1

Merge Level = 3

Merge Level = 4

Merge Level = 6

Merge Level = 8

Spray

The **Spray Frame** looks like paint spray at the image borders (fig.1). The width, the color
and the spray density can be set in the **Settings** panel
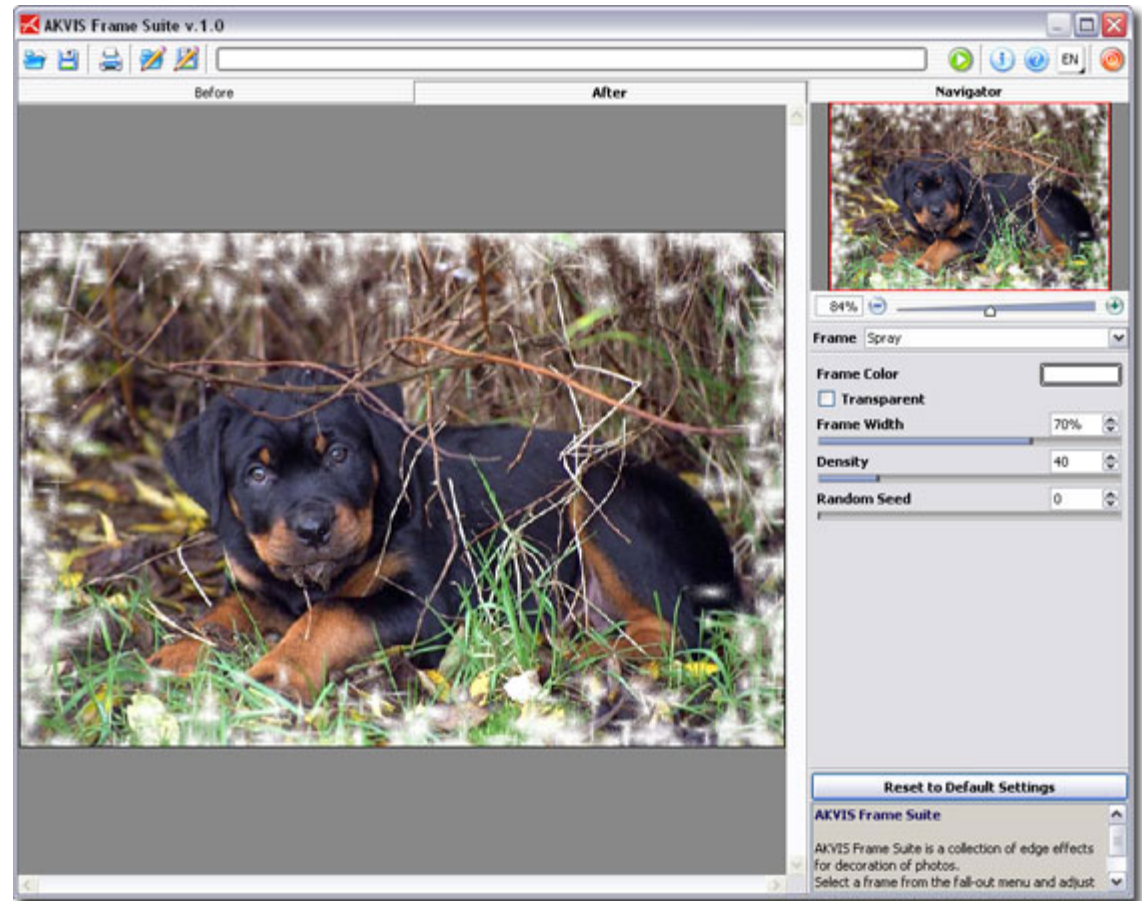
Fig.1

The **Settings** panel offers the following parameters for this frame.

- **Frame Color**. The parameter sets the color of the frame. Select a color by double-clicking the color plate and choosing a color from the **Standard Color Selection Dialog**.

- **Transparent**. When the check-box **Transparent** is enabled, the image under the frame gets transparent. One may need it on an image with several layers; in this way, the image on the lower layer(s) is visible and serves as a frame.

Yellow color is selected   *Check-box **Transparent** enabled*

- **Frame Width**. The parameter sets the width of the frame that will include the defined number of sub-frames. The values of the parameter vary from 0 to 100%. At 0% there is no frame, at 100% the width of the frame makes a quarter of the minimum image size (as to its width or height). For example, for an image 600 x 800 pixels the 100% width of the frame is calculated as follows: 1/4 from the minimum size (600 px) is 150 pixels.
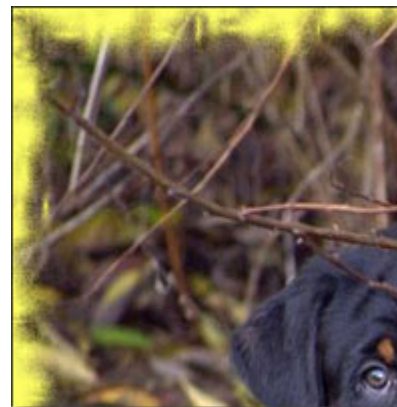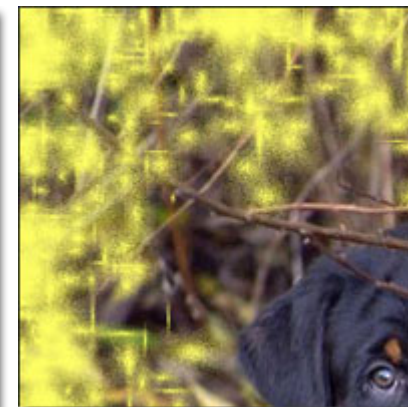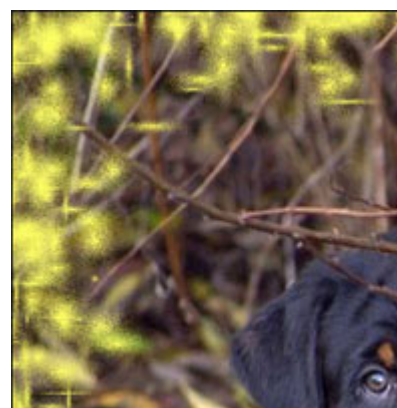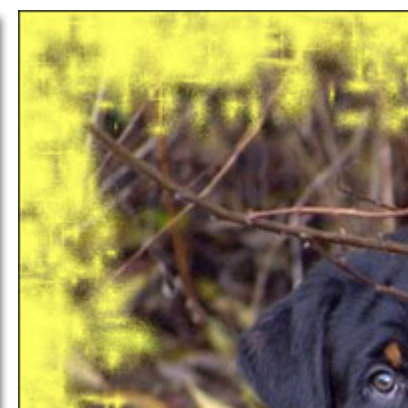

Frame Width = 30%   *Frame Width = 100%*

- **Density**. The parameter sets the spraying density. The values of the parameter vary from 0 to 200. The higher the value of the parameter, the denser is the spraying. The spraying starts on the borders, therefore the density on the outer border is higher than on the inner one.

Density = 40   *Density = 120*

- ▪ **Random Seed**. It is the starting number for the random number generator that defines the distribution of paint at the inner border of the frame. It can be any number between 0 and 9999. Every number corresponds to a particular paint distribution (provided all other parameters stay the same).
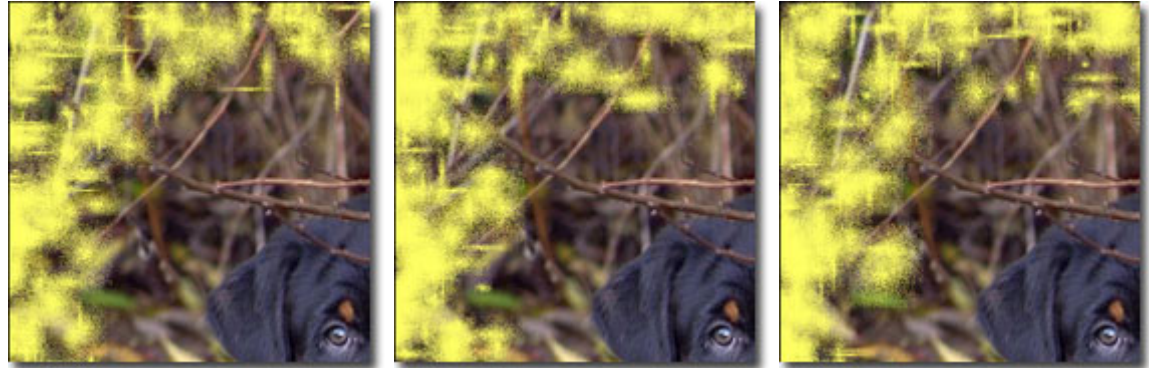
Artistic Frame

The **Artistic Frame** with transparent borders can give any photo a festive and elegant
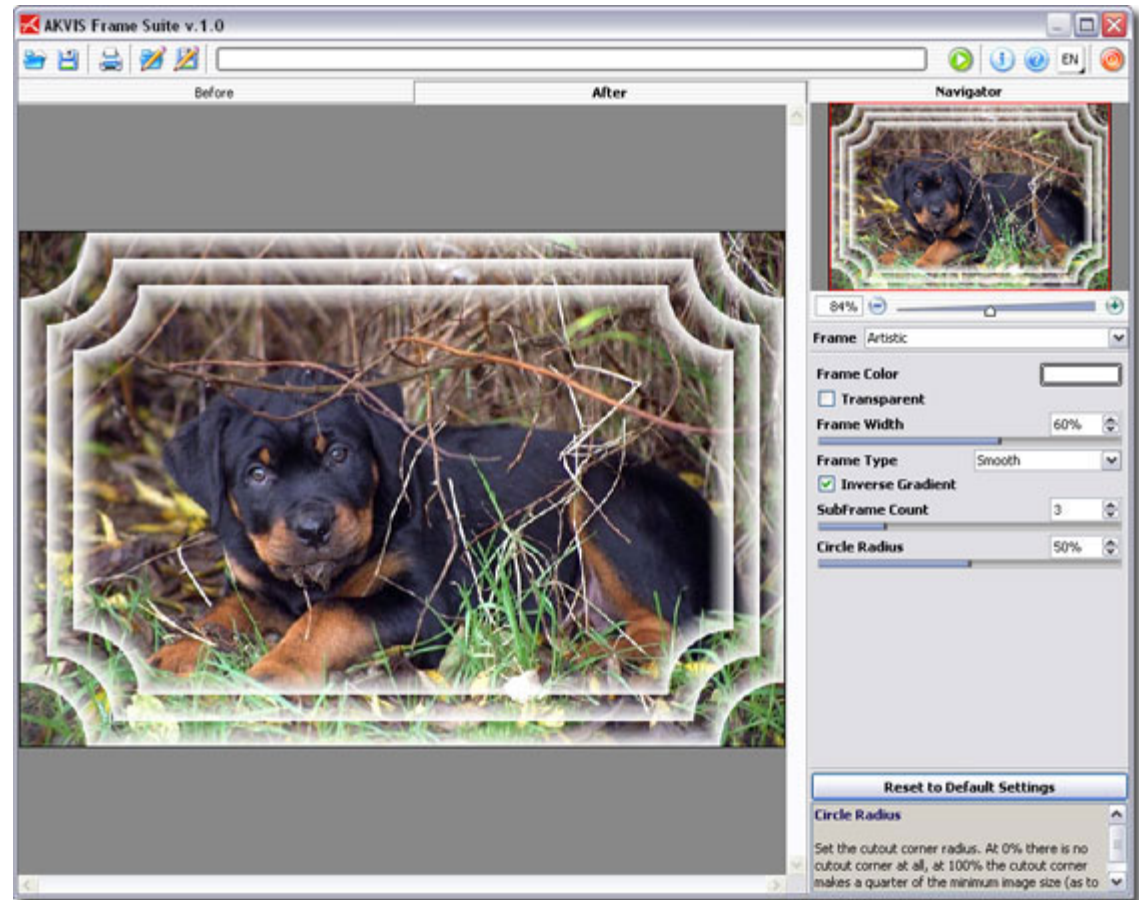look (fig. 1).

Fig. 1.

The **Settings** panel offers the following parameters for this frame.

- **Frame Color**. The parameter sets the color of the frame. Select a color by double-clicking the color plate and choosing a color from the **Standard Color Selection Dialog**.

- **Transparent**. When the check-box **Transparent** is enabled, the image under the frame gets transparent. One may need it on an image with several layers; in this way, the image on the lower layer(s) is visible and serves as a frame.

Light yellow color is selected *Check-box **Transparent** enabled*

- **Frame Width**. The parameter sets the width of the frame that will include the defined number of sub-frames. The values of the parameter vary from 0 to 100%. At 0% there is no frame, at 100% the width of the frame makes a quarter of the minimum image size (as to its width or height). For example, for an image 600 x 800 pixels the 100% width of the frame is calculated as follows: 1/4 from the minimum size (600 px) is 150 pixels.
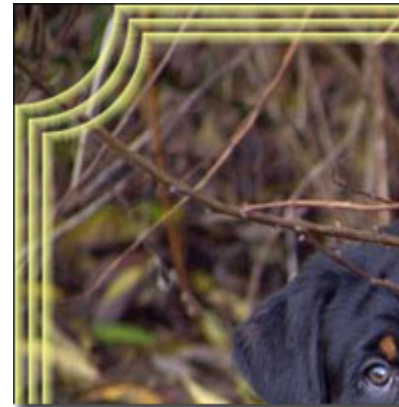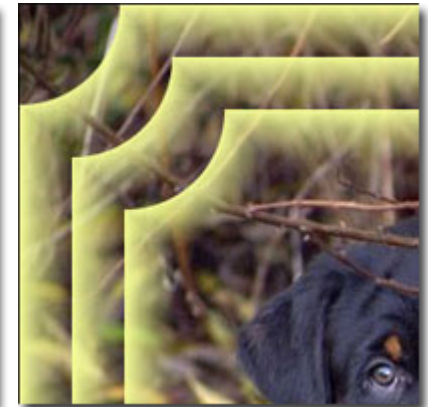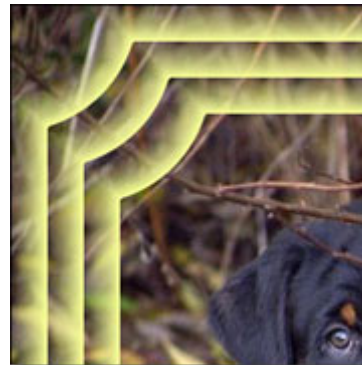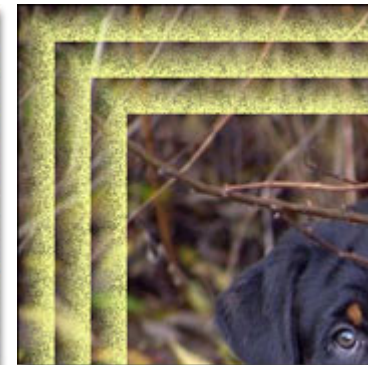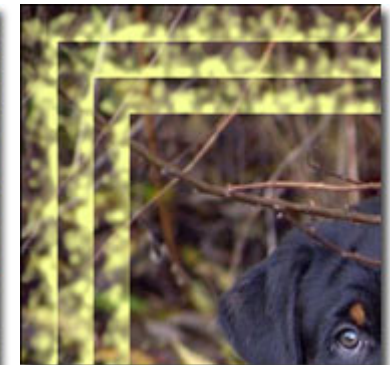

Frame Width = 20% *Frame Width = 80%*

- The Artistic Frame has three **Frame Types**: **Smooth**, **Grain** and **Spot**.
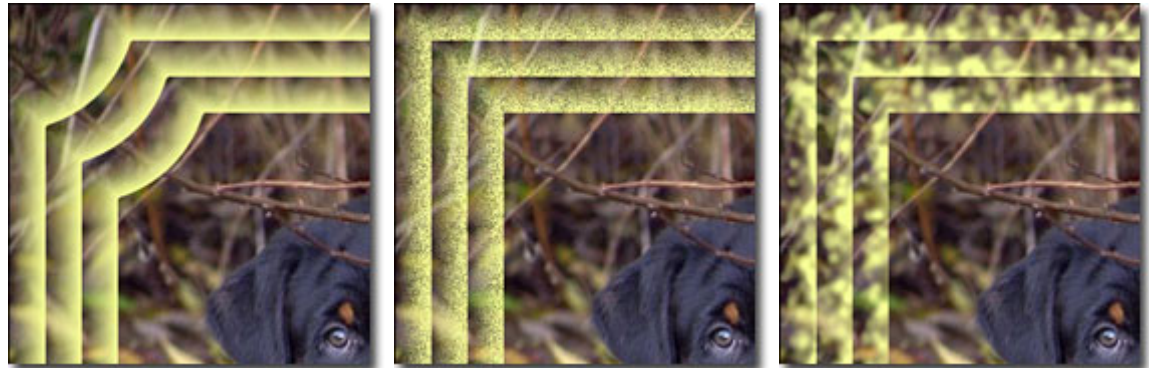

Smooth *Grain* *Spot*

- **Inverse Gradient**. The parameter sets the direction of the color intensity fade - either inside (when the check-box **Inverse Gradient** is enabled) or outside the image (when the check-box is disabled).
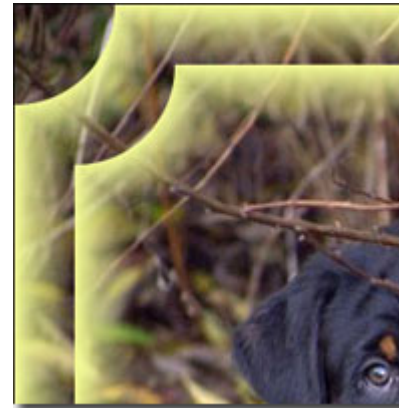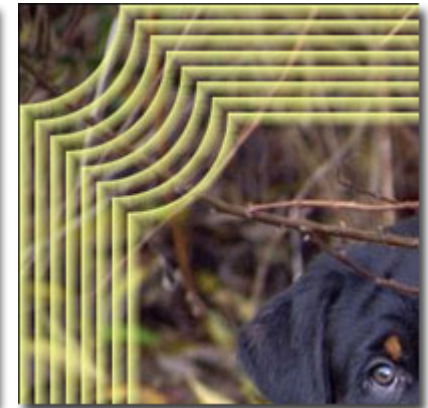

*Check-box **Inverse Gradient** disabled*

*Check-box **Inverse Gradient** enabled*

- **SubFrame Count**. The parameter sets the number of sub-frames that will fit into the frame width. The values of the parameter can vary from 0 to 10.
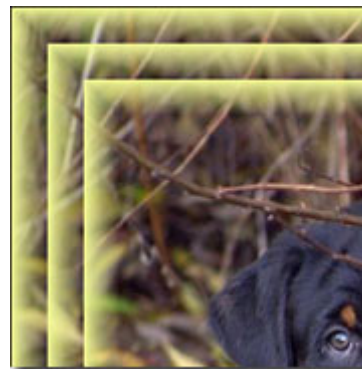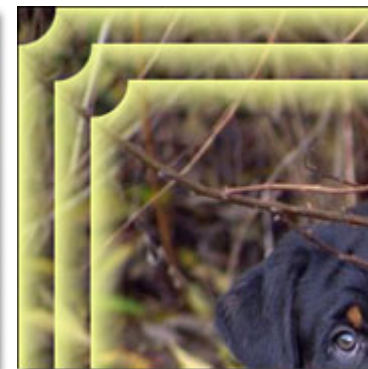

SubFrame Count = 2   *SubFrame Count = 8*

- **Circle Radius.** The parameter sets the cutout corner radius. The values of the parameter vary from 0 to 100%. At 0% there is no cutout corner at all, at 100% the cutout corner makes a quarter of the minimum image size (as to its width or height).

Circle Radius =0%   *Circle Radius =20%*   *Circle Radius =80%*

Page Curl

The **Page Curl** effect allows creating a page curl on an image (fig. 1). The color of the curl, its form and the torsion level are adjusted in the **Settings** panel.
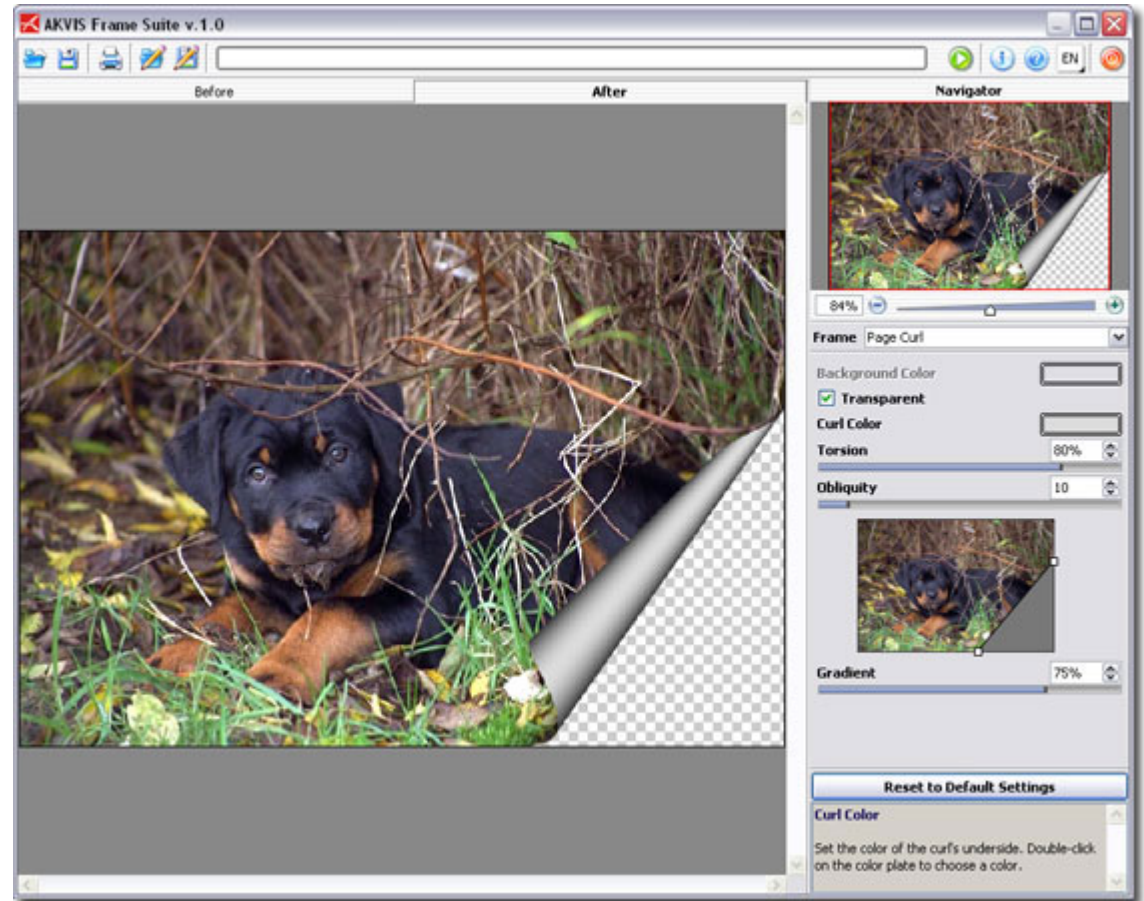

Fig. 1.

The **Settings** panel offers the following parameters for this effect:

- **Background Color.** The color plate **Background Color** allows setting the color of the area under the curl. Double-click on the color plate **Background Color** to choose a color from the **Standard Color Selection Dialog** box.

- **Transparent**. When the check-box **Transparent** is enabled, the area under the curl gets transparent. One may need it on an image with several layers; in this way, for example, another photo can be visible under the page curl.

- **Curl Color.** The color plate **Curl Color** allows setting the color of the curl's underside. Double-click on the color plate **Curl Color** to choose a color from the **Standard Color Selection Dialog** box.
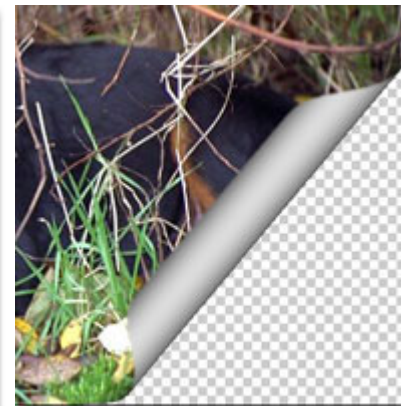
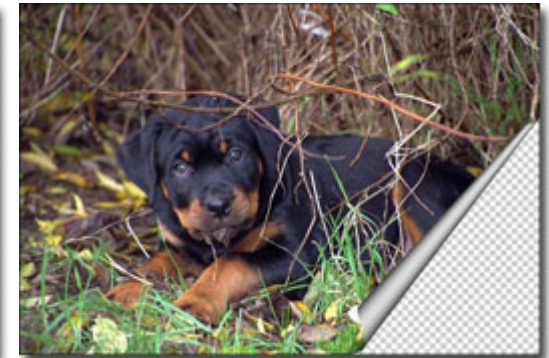*Green Color is set*   *Check-box **Transparent** is enabled*   *Yellow is set for the underside of the page curl*

- **Torsion**. The parameter sets the level of torsion of the curl. The values of the parameter vary from 0 to 100%. The higher the value, the more twisted is the curl.
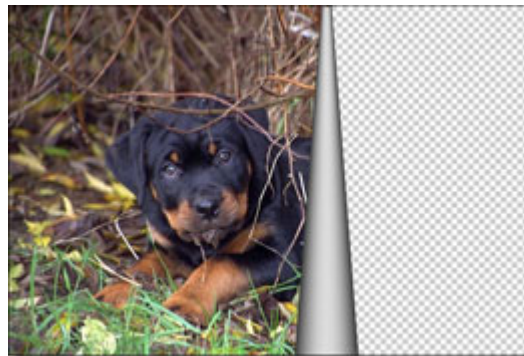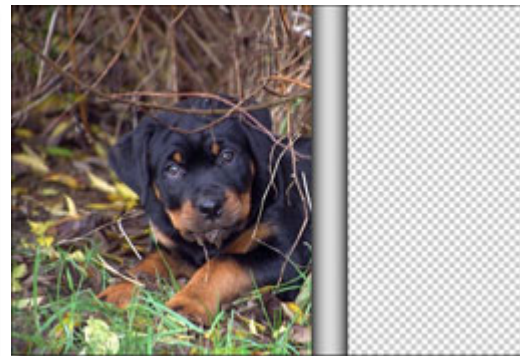


Torsion = 60%   *Torsion = 90%*

- **Obliquity**. The parameter sets the form of the curl. The values of the parameter vary from 0 to 100%. At values from 1 to 49 the corner of the image curls to form a cone (the vertex is on one end); at 50 the corner curls to form a cylinder; and at values from 51 to 100 it forms a cone again, but the vertex is on the opposite end.
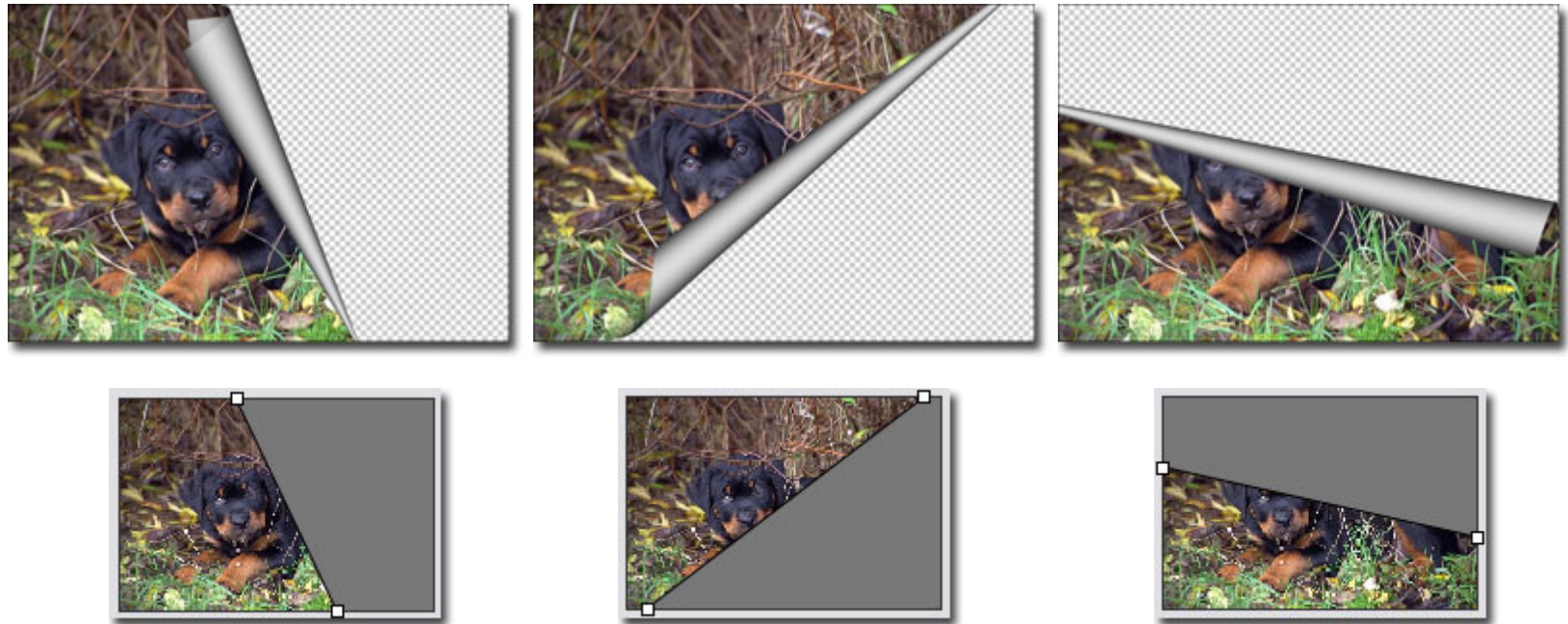

Obliquity = 10   *Obliquity = 50*   *Obliquity = 90*

61
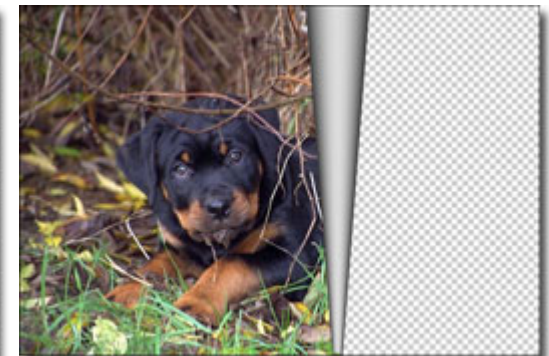
- **Line with markers on both ends** defines the corner to be curled, the position of the curl line and the curling direction. Use the markers to set the position of the line. To move a marker, bring the cursor on it, press the left mouse button and drag the marker to a new position. It is impossible to curl more than a half of the image.

- **Gradient**. The parameter allows adding volume to the curl by adjusting the contrast of mid-tones.
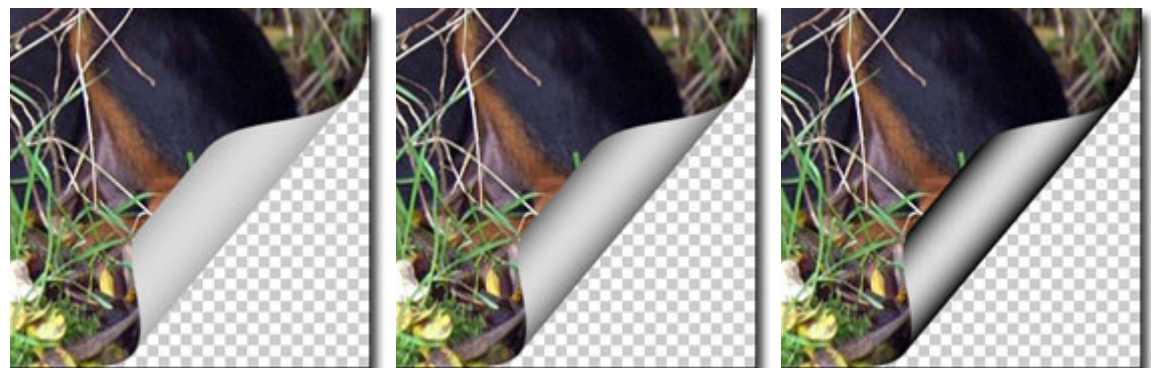
Gradient = 20%   *Gradient = 50%*   *Gradient = 100%*

Artistic Crop

Working with the **Artistic crop** (fig. 1) implies two processes:

1. **Frame creation.**
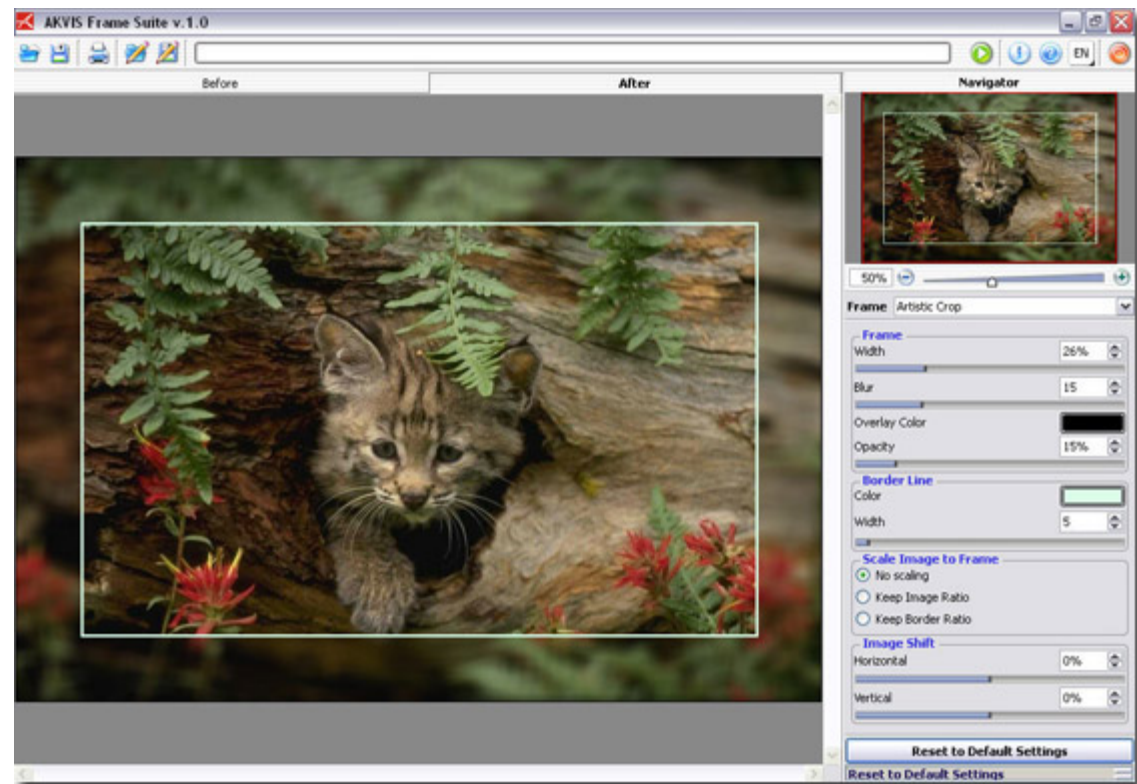2. **Adjusting the image in the frame.**

Fig. 1

1. **Frame.** The frame is created from a part of the original image. Adjust the parameters for the frame:

   - **Width.** The parameter sets the width of the frame. The values of the parameter vary between 0 and 100%. At 0% there is no frame at all, at 100% the frame takes up most of the image.
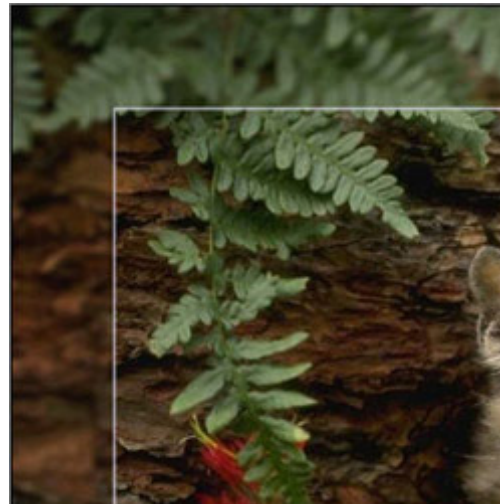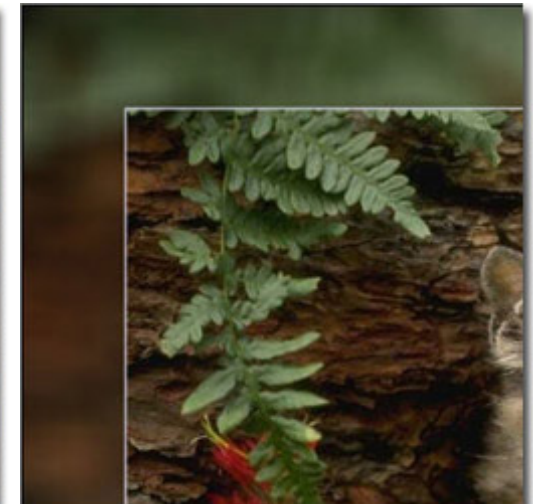

width = 15%   *width = 50%*

   - **Blur.** Set the intensity of image blurring. The values of the parameter vary between 0 and 60. The higher the value, the more blurred is the frame. At 0 the frame is not blurred at all.
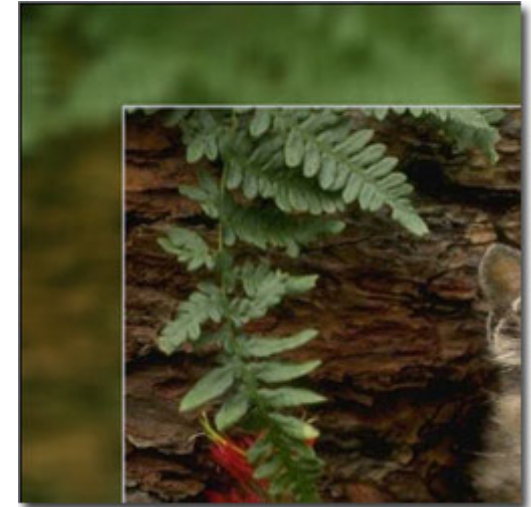

Blur = 5   *Blur = 30*

64

- **Overlay Color.** Select the color that will overlay the frame. Click on the color plate and select a color from the **Standard Color Selection Dialog**.
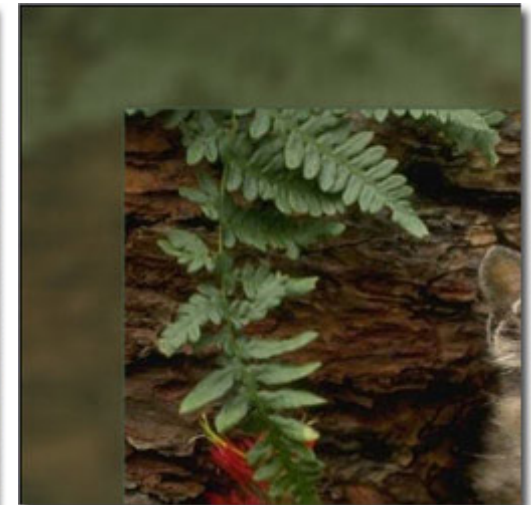

Green color selected

- **Opacity.** The parameter sets the opacity of the overlay color. The values of the parameter vary between 0 and 100%. Opacity =100% corresponds to the maximum filling of the frame with the overlay color. At 0% all colors are the same as on the original image..
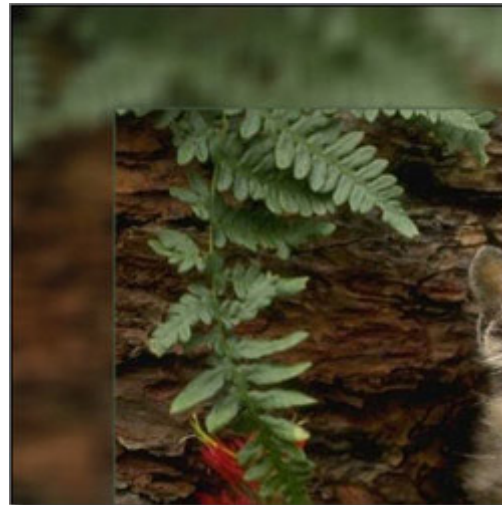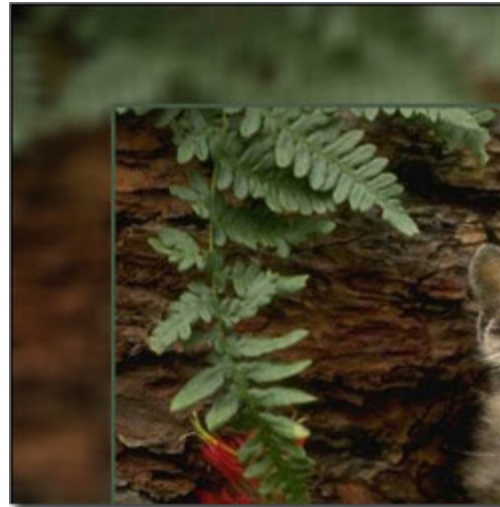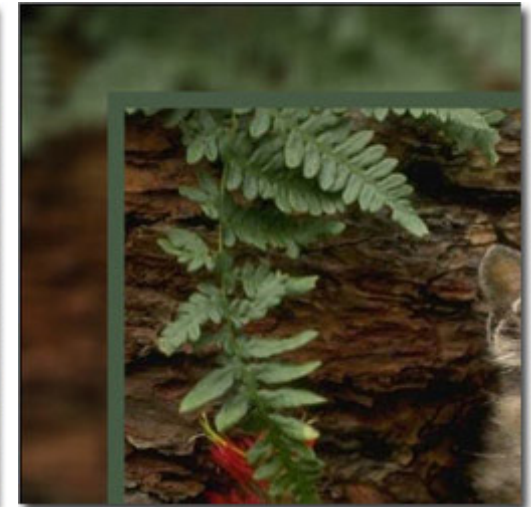

Opacity = 10%

Opacity = 90%

Border Line. It is the separation line between the frame and the image. Adjust parameters for the Border Line:

- **Width.** The parameter sets the width of the separation line in pixels. The values of the parameter vary between 0 and 100. At 0 there is no border line.

width = 5   *width = 20*

- **Color.** Click on the color plate to select a color for the Border Line in the **Standard Color Selection Dialog**.

66

2. **Adjusting the image in the frame**. The image can be scaled and shifted relative to the frame.

   The parameter **Scale Image to Frame** defines the way the image is scaled to the frame, if scaled at all.

   - **No Scaling.** The image is not scaled to the frame. In this way you can accentuate a certain part of the image.

   - **Keep Image Ratio.** The image is scaled keeping the proportion of the original image.

   - **Keep Border Ratio.** The image is scaled in such a way that the summarized width of the horizontal sides was equal to the summarized width of the vertical sides. In this case a small part of the image (either in height or in width) is cut out.

*Check-box **No Scaling** enabled*

*Check-box **Keep Image Ratio** enabled*

*Check-box **Keep Border Ratio** enabled*

67

Image Shift. The parameter sets the position of the image in the frame. The image can be shifted horizontally and vertically:

- **Horizontal.** At values under 0, the image shifts to the right; at values over 0, the images shifts to the left.

- **Vertical.** At values under 0, the image shifts upwards; at values over 0, the image shifts downwards.

Image Shift

The values of the parameter vary between -100% and 100%. By default the parameters are set to 0, that is the image is in the center of the frame.

Besides, it is possible to shift the image on the frame using the mouse cursor:

Press the Ctrl on the keyboard and you will see a dotted frame. Put the cursor inside the dotted frame, press the left button of the mouse and, keeping it pressed, drag the frame. The parameters of the Image Shift will be recalculated accordingly and the image will be automatically processed.

Frost Frame

The **Frost** frame imitates frost crystals that grow on windows when a pane of glass is exposed to below-freezing temperatures. Apply this effect to add some winter freshness to your image (Fig. 1).
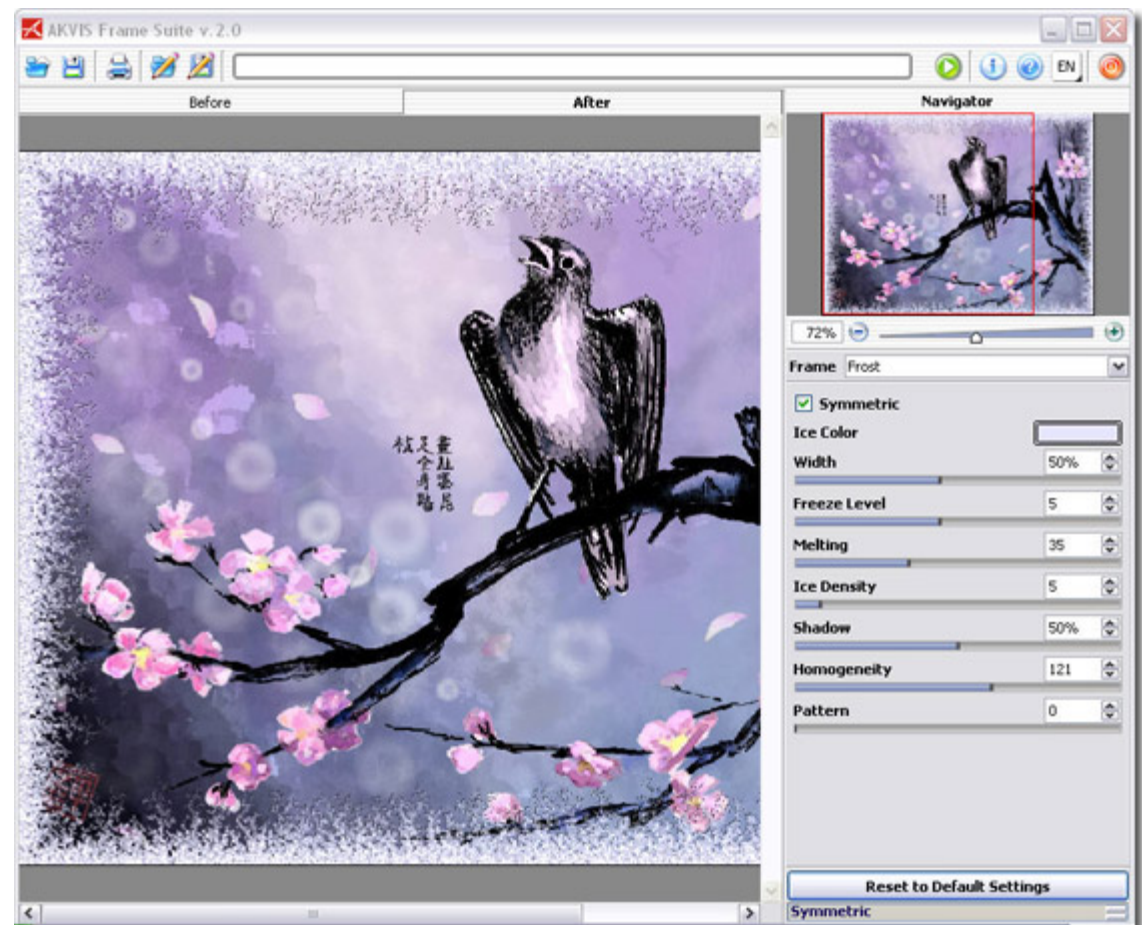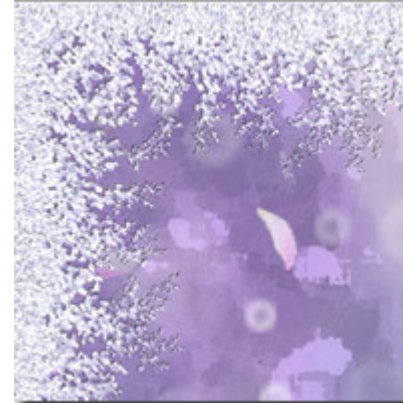

Fig. 1

The **Settings** panel offers the following parameters for this frame:

- **Symmetric**. When the check-box is enabled, the frost pattern is symmetric. You can disable the check-box to get a fancier pattern, but it will increase the processing time.

*Check-box **Symmetric**
is enabled*

*Check-box **Symmetric**
is disabled*

- **Ice Color.** The parameter set the color for the frame. Click on the color plate and select a color from the **Standard Color Selection Dialog**.
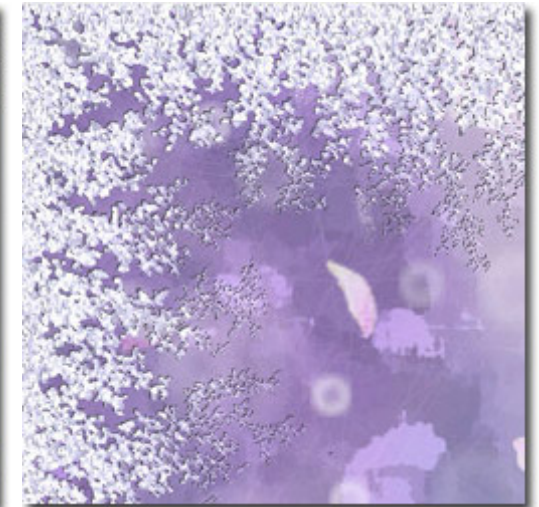

Ice Color: rosa

- **Width**. The parameter defines the area of the image that will be "frozen". The values of the parameter vary between 10% and 100%. At 100% the width of the frame makes the third of the minimum image size (as to its width or height).
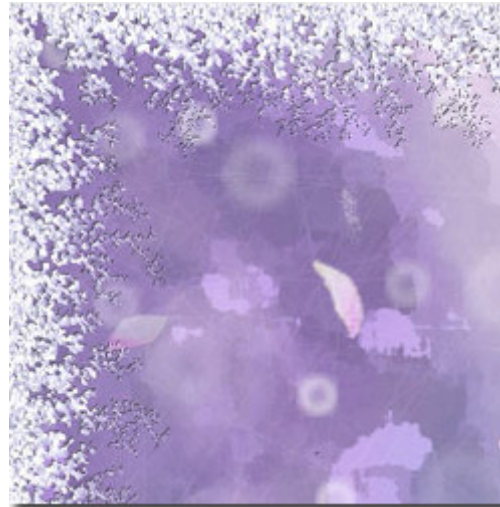
Width = 20%   *Width = 75%*

- **Freeze Level**. The parameter sets the freezing intensity. At 1 the frame is softly frozen, at 10 the freezing is more intensive.
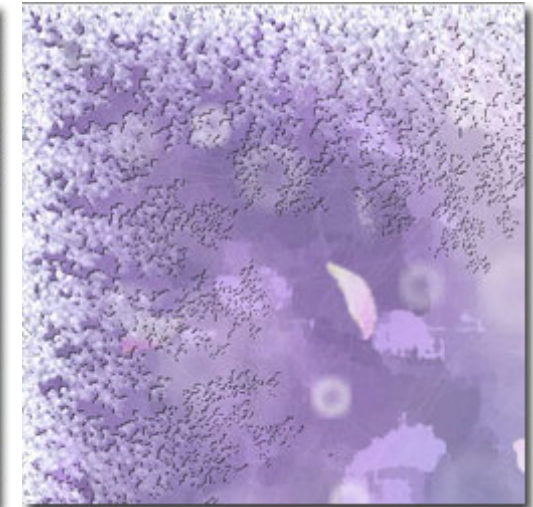

Freeze Level = 1   *Freeze Level = 10*

71

- **Melting**. The parameter sets the ice state - the higher the parameter, the more melted looks the ice. The values of the parameter vary between 0 and 100.
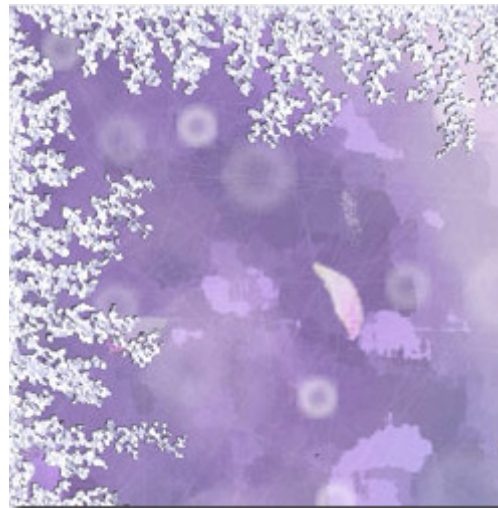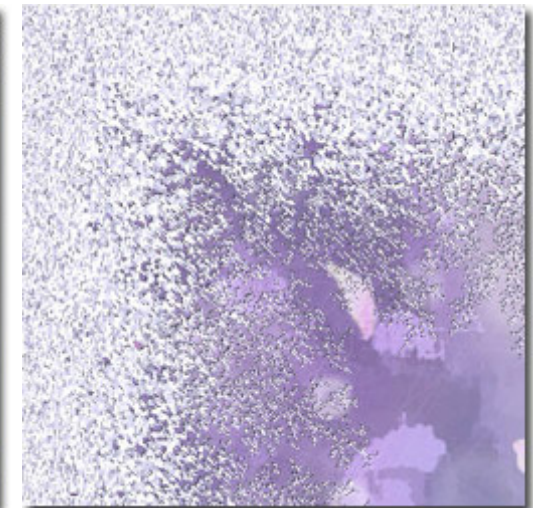

Melting = 0   *Melting = 80*

- **Ice Density**. The parameter sets the density of the frost. The values of the parameter vary between 1 and 50. The higher the value of the parameter, the denser is the ice. The "freezing" starts at the frame edge, therefore the frost on the outer border is denser than on the inner border.
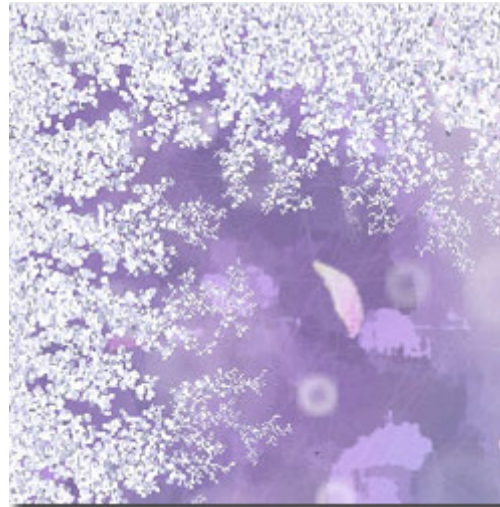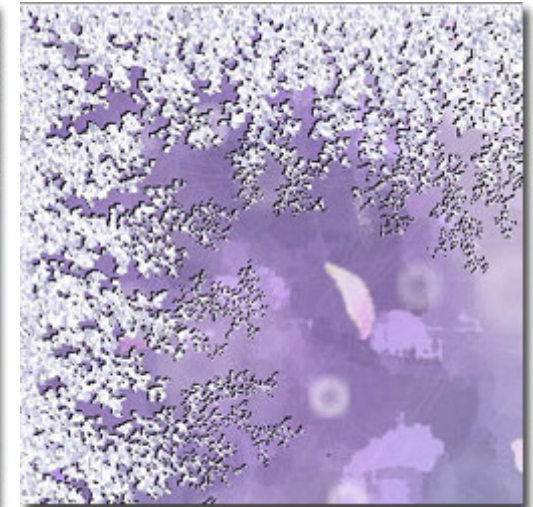

Ice Density = 2   *Ice Density = 15*

- **Shadow**. The parameter sets the size of the shadow the frost casts. The values of the parameter vary between 0% and 100%. At 0 there are no shadows. As you increase the value, the size of the shadows increases. High values of the parameter give volume to the frame.
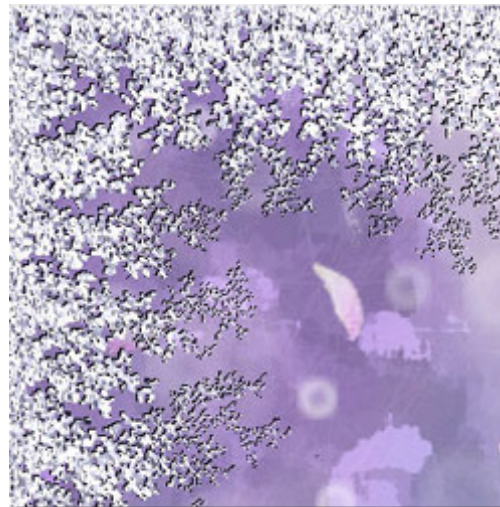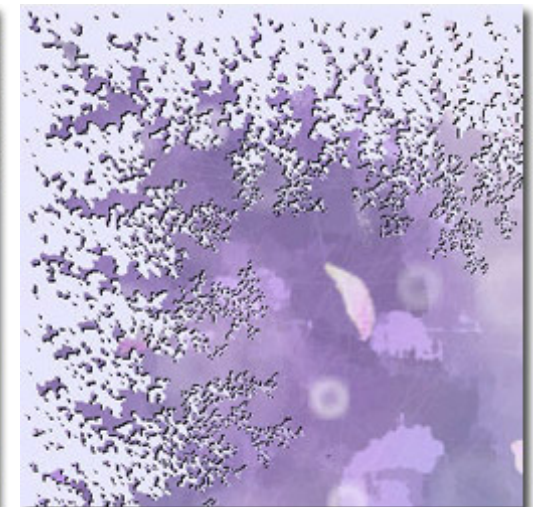

Shadow = 0%   *Shadow = 100%*

- **Homogeneity**. The parameter sets the amount of color shades used when generating frost. The values of the parameter vary between 1 and 200. The higher the value of the parameter, the less shades are used and the flatter looks the frost.
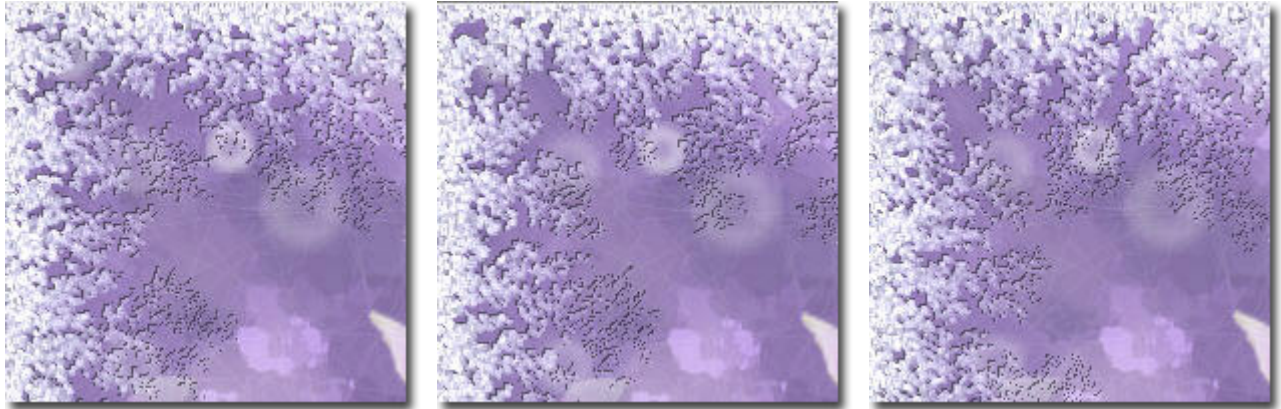

Homogeneity = 50   *Homogeneity = 200*

73

- **Pattern**. Every value of this parameter corresponds to a unique combination of frost cristals. The defined value is the starting number for the random number generator that creates a unique frost pattern on the frame.

Texture

The **Texture** effect imitates a drawing on an uneven surface, like paper, brick wall, metallic or ceramic coating.
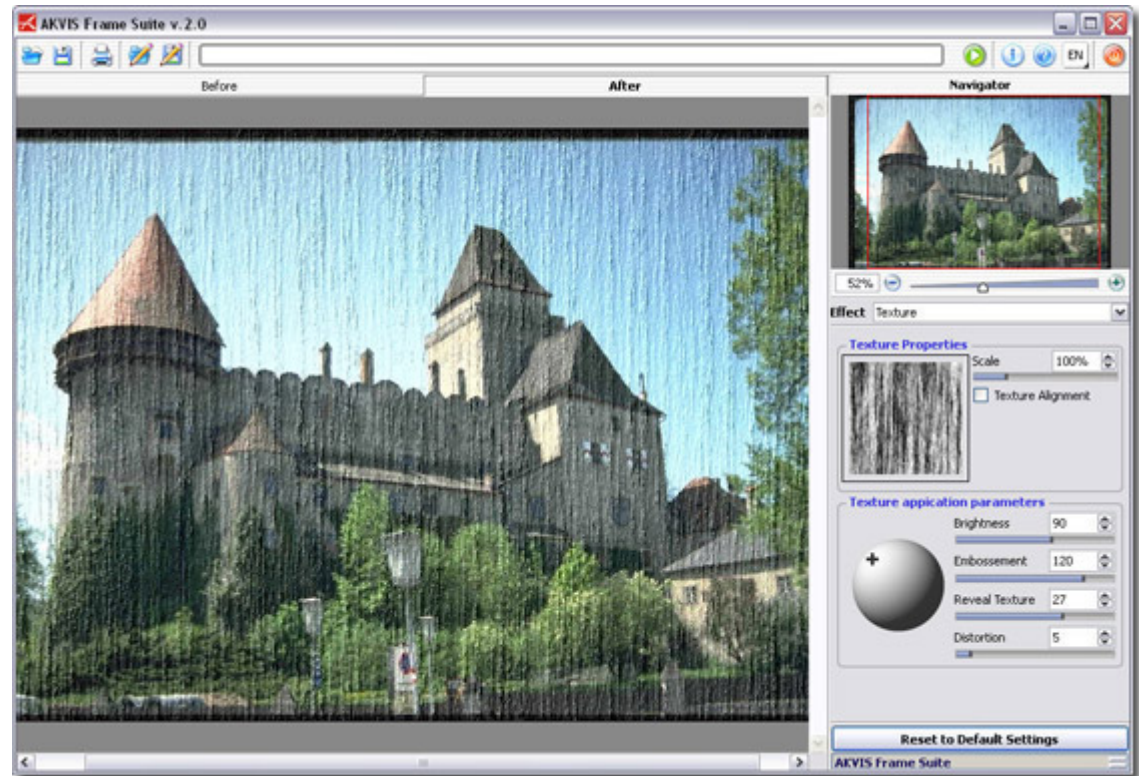

Fig. 1.

The texture is applied in two stages:

1. **Adjustment of texture properties.**

2. **Adjustment of texture application parameters.**

1. It is possible to adjust the following **texture properties**:

- **Texture**. You can select a texture from the **Texture Library**. To open the **Texture Library**, double click with the left mouse button on the square box with a texture (Fig. 2.).

  Fig. 2.

  The **Texture Library** that comes with the program contains several folders. You can select a texture from any folder, but the most suitable are in **Surface**. Double-click on the texture to select it.

  It is possible to **apply your own textures**. For this purpose create and save a pattern into a folder on your computer. The pattern for the classic frame can be **square** or **rectangular** and must be saved as a **jpg** or **bmp** file.

  To load your own texture into **AKVIS Frame Suite**, open the **Texture Library**, press the button 📁 and select a texture from the dialog box **Select user texture**.

  To return to the **Texture Library** without selecting a texture press the button ↩.

- **Scale**. The parameter sets the size of the repetitive pattern. By default the Scale is set to 100%. The higher the value of the parameter, the larger is the pattern.


Scale = 20%   *Scale = 200%*

- The check-box **Texture Alignment** helps when the initial texture has an uneven pattern. If we apply the texture as it is, we will see texture joins. To avoid it, we should activate the check-box **Texture Alignment**.

  By default the check-box is disabled. When it is enabled, the procesing time is longer. Therefore, it is advisable to use this check-box only when the image is much larger than the texture and the joins are well visible.
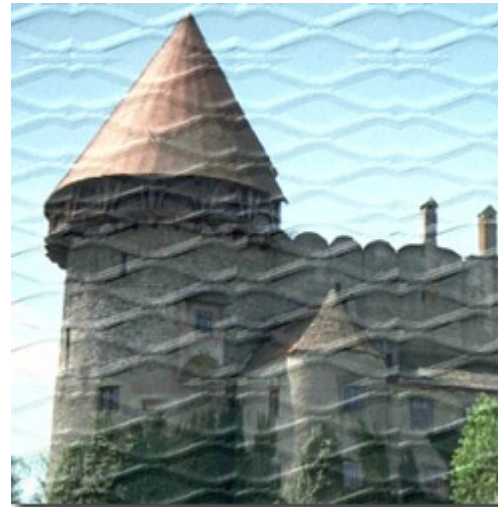
*Check-box **Texture Alignment** disabled*
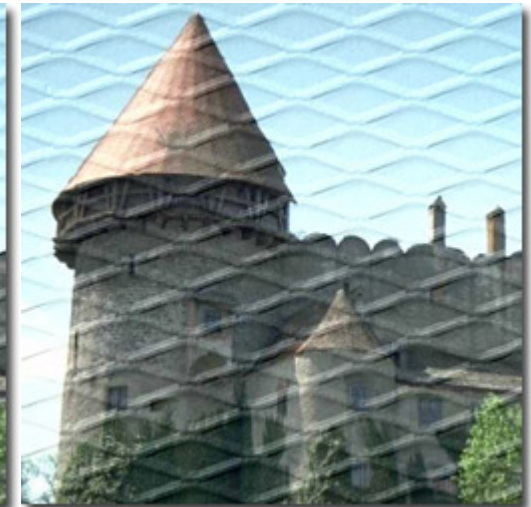
*Check-box **Texture Alignment** enabled*

2. It is possible to adjust the following **texture appication parameters**:

   - **Light Source**. Use the dagger on the ball (Fig. 3.) to set the probable light source during the shooting. The position of the light source influences the texture wrapping. To change the position of the light source, left-click on the required point of the ball.
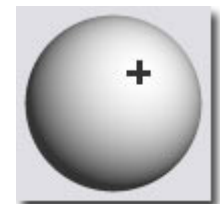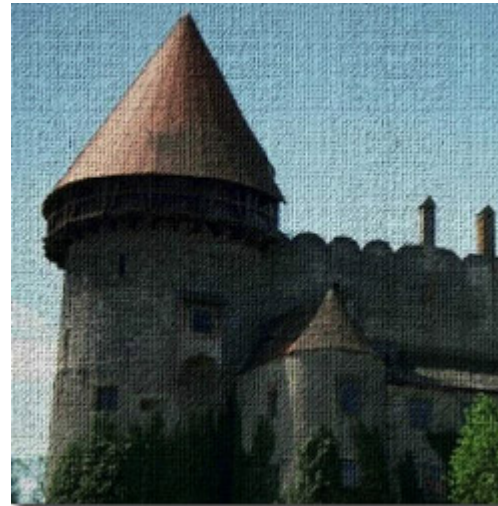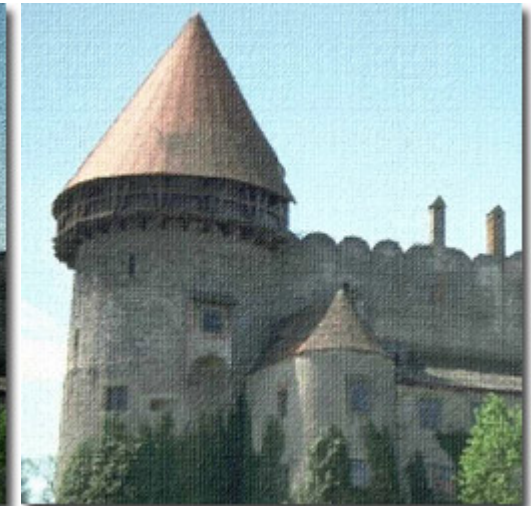

Fig. 3.

- **Brightness**. The parameter allows changing the texture brightness. The values of the parameter vary between 0 and 150. The brightness of the original texture is 90. The higher the value of the parameter, the lighter is the texture. As a result, the output image get lighter.
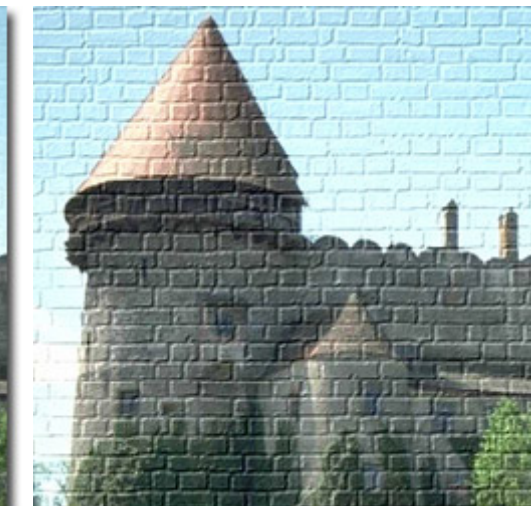

Brightness = 10   *Brightness = 90*

- **Embossement**. The parameter allows embossing the texture. The values of the parameter vary between 0 and 150. At 0, the texture is flat. As you increase the value of the parameter, the texture gets more prominent.

Embossement = 30   *Embossement = 150*

- **Reveal Texture**. The parameter defines to what extent the texture is shown through the image. The values of the parameter vary between 0 and 40. The higher the value, the more distinct is the texture and the less visible is the original image. The higher value of the parameter also increases the influence of the **Brightness** parameter and the texture contrast.
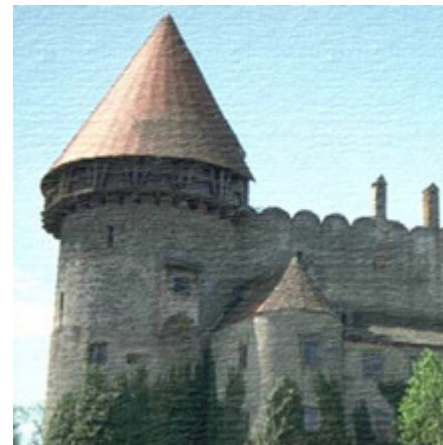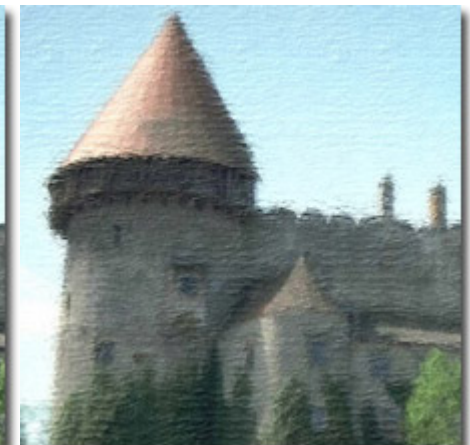

Reveal Texture = 10   *Reveal Texture = 35*

- **Distortion**. The parameter defines the clearness of the resulting image. The values of the parameter vary between 0 and 50. The higher the value of the parameter, the more distorted and blurred is the image.

Distortion = 5   *Distortion = 50*

Hint: Most part of the processing time is taken by the first stage (texture generation). Therefore, it is recommended to adjust the texture's properties at first. Then you can try different settings for texture application parameters