Bring Nature To Your Photos!
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It's hard to compete with nature in diversity and man has still much to learn from it. We are not able to create the Earth in seven days, but we can imitate some of its natural phenomena in digital art.

**AKVIS NatureArt** is an excellent tool for imitating the magnificence of natural phenomena on your photos.

The software lets you apply weather effects to your picture or create nature scenes from scratch, converting a blank background into a sea view or a night sky with scattered, glistening stars.

If a photo looks a bit lifeless and dull, you can add some dramatic effects by putting the shining sun or a marvelous rainbow, or even a lightning bolt on it, and by adding rain or snow, or a misty fog.
In fact, the same photo can look differently if we change the weather on it. The spirit of the scene changes dramatically - from a ferocious thunderstorm to an optimistic shiny day, from the woods in flame to a melancholic rainy scene.

Nature effects have an impact on our mood and can be used to strengthen the impression made by a picture.
The software offers these nature effects:

**Rain, Sun, Water, Lightning, Clouds, Frost, Rainbow**, and **Aurora** - available for all users, 
+ extra effects: **Fire, Ice, Night Sky**, and **Snow** - for Deluxe and Business licenses.
From 12 basic effects it's possible to create an even wider variety of natural phenomena: transform the sun into the moon, get moss from frost, create clouds-based fog, and much more!
With **AKVIS NatureArt** you can become a master of fire and lightning... You can become a wizard!
The effects in NatureArt are easy to add and adjust. Just select an area in the image and apply the effect.

You can also use the ready-to-use **AKVIS Presets** for each effect to get a quick result. They can be applied "as is" or can be modified. You can save your favorite settings as a preset and use them in the future. It's possible to import/export users presets and share them with other fans of the program.

**AKVIS NatureArt** is available as an independent **standalone** program and as a **plugin** to a photo editor. The plugin version is compatible with AliveColors, Adobe Photoshop, Corel PaintShop Pro, etc. [Check the compatibility.](#)

The functionality of the program depends on the license type. The **Fire**, **Ice**, **Night Sky**, and **Snow** effects as well as the **History Brush** tool are only available under the **Home Deluxe** and **Business** licenses.

During the test period you can try all features and choose the license you like.
INSTALLATION

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

Follow the instructions to install **AKVIS NatureArt** in a Mac computer:

- Open the virtual disk **dmg**:
  - **akvis-natureart-app.dmg** to install the **Standalone** version
  - **akvis-natureart-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.

- **Finder** will open with **AKVIS NatureArt** application or **AKVIS NatureArt Plugin** inside.

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

  To install the **Plugin** drag the entire **AKVIS NatureArt 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 -> NatureArt**.

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 NatureArt 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 (**NatureArt.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 NatureArt is an excellent tool for imitating the magnificence of natural phenomena on your digital photos.

The functionality of the program depends on the license type. During the test period you can try all options and choose the license you like.

Every time you start the unregistered version you can choose between functionality types to test: Home (either the plugin or the standalone edition), Home Deluxe (plugin+standalone) or Business (plugin+standalone).

<table>
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<tr>
<th>License Comparison:</th>
<th>Home (Plugin)</th>
<th>Home (Standalone)</th>
<th>Home Deluxe (Plugin+Standalone)</th>
<th>Business (Plugin+Standalone)</th>
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AKVIS NatureArt 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.

The **AKVIS NatureArt** workspace looks like this:

Most of NatureArt’s window is taken up by the Image Window with two tabs, Before and After. The original image is displayed in the Before tab, and in the After tab, the image after processing. You can switch between the windows by clicking on a tab with the left mouse button.

In the upper part of the program’s window you can see the Control Panel with the following buttons:

- The button 🌆 opens the home page of **AKVIS NatureArt**.

- The button 📦 (only in the standalone version) open the **New Image** dialog box. The hot-keys are
The button (only in the standalone version) opens an image for processing. The hot-keys for the command are Ctrl+O on Windows, ⌘+O on Mac.

It's possible also to drag the required image into the workspace of the program. The program supports RAW, JPEG, TIFF, PNG, BMP file formats.

The button (only in the standalone version) saves image to the disk. The hot-keys are Ctrl+S on Windows, ⌘+S on Mac.

The button (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 lets posting pictures from the program to the social networks and services: Twitter, Flickr, Tumblr, Google+.

The button imports a list of user presets (from the .natureart file).

The button exports user presets. You can save any presets to a .natureart file.

The button loads selected areas and direction lines saved to a file *.nature.

The button saves selected areas and direction lines to a separate file *.nature.

The button shows and hides a selection or support lines.

The button cancels the last operation. It is possible to cancel several operations in a row. The hot-keys are Ctrl+Z on Windows, ⌘+Z on Mac.

The button returns the last cancelled operation. It is possible to return several cancelled operations in a row. The hot-keys are Ctrl+Y on Windows, ⌘+Y on Mac.

The button starts processing the image. Use hot-keys: Ctrl+R on Windows, ⌘+R on Mac.

The button (only in the plugin version) applies the result and closes the plugin.

The button calls information about the program.

The button calls the Help files. The hot-key is F1.

The button calls the Preferences dialog box for changing the program's options.

The button opens a window showing the latest news about NatureArt.

To the left of the Image Window is the Toolbar. The tools' parameters are shown in a pop-up box after right-clicking in the image window.

Effect Area Tools:

Different tools appear depending on the Effect chosen.

Post-Processing Tools (available for Home Deluxe and Business licenses):

The button activates the History Brush tool which restores areas to their original state.

Attention! The tool works in the After tab. If you switch to the Before tab and run the image processing again, the changes made with this tool will be lost.
**Additional Tools:**

The button \( \text{Hand} \) activates the **Hand** tool which allows you to 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. Double-clicking on the tool's icon \( \text{Hand} \) on the **Toolbar** makes the image fit the **Image Window**.

The button \( \text{Zoom} \) activates the **Zoom** tool, which changes the image's scale. To zoom in left click on the image. To zoom out left click with \( \text{Alt} \) on the image. Press \( \text{Z} \) to quickly access the tool. Double-clicking on the tool's icon \( \text{Zoom} \) on the **Toolbar** makes the image scale to 100% (actual size).

Navigate and scale the image using the **Navigator**. The frame in the **Navigator** surrounds the area of the image which is visible in the **Image Window**; the area outside of the frame will be shaded. The frame can be dragged, thereby changing the visible portion of the image. To move the frame, place the cursor within it, left click the mouse, and then drag.

![Navigator](image)

In addition, you can move the image in the **Image Window** using the scroll bar or by holding down the space bar, and then holding down the left mouse button while moving the mouse. The mouse's scroll wheel can move the image up and down, while holding \( \text{Ctrl} \) on Windows, \( \text{⌘} \) on Mac – while moving the scroll wheel will move the image left and right. Holding \( \text{Alt} \) on Windows, \( \text{Option} \) on Mac will scale the image. Right-click on the scroll bar to activate the quick navigation menu.

Use the slider or the buttons \( \text{+} \) and \( \text{−} \), to scale the image in the **Image Window**. When you click on the \( \text{+} \) button or move the slider to the right, the image scale increases. When you click on the \( \text{−} \) button or move the slider to the left, the image scale reduces.

You can also change the image scale by entering a new coefficient into the scale field. The fall-down menu shows some frequently used coefficients.

You can use hot-keys to change the image scale \(+ \text{ and } \text{Ctrl}+\text{+} \) on Windows, \( \text{⌘}+\text{+} \) on Mac to increase the image scale and \(- \text{ and } \text{Ctrl}+\text{−} \) on Windows, \( \text{⌘}+\text{−} \) on Mac to reduce the scale.

Below the **Navigator** is the **Settings Panel** where you can choose the **Effect** and adjust its settings.

In the **Presets** field you can save the current settings as a preset to use them in the future.

Under the **Settings Panel** you can see **Hints** for the parameters and buttons when you hover over them with the cursor.
**HOW IT WORKS**

**AKVIS NatureArt** miraculously adds natural phenomena to your photos. It also lets you create nature scenes from scratch.

Follow these instructions to add a natural effect to an image:

**Step 1.** Load an image into the software.
- If you work with the standalone version:
  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 \( \text{Folder} \) on the **Control Panel**. You can also drag the required image into the workspace of the program.


- If you work with the plug-in:
  Open an image in your photo editor by calling the command **File -> Open** or using the key combination \( \text{Ctrl} + \text{O} \) on Windows, \( \text{⌘} + \text{O} \) on Mac.

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

  - **in AliveColors**: Effects -> AKVIS -> NatureArt;
  - **in Adobe Photoshop**: Filter -> AKVIS -> NatureArt;

**Step 2.** Choose an **Effect** in the Settings Panel.

The program offers these nature effects: **Rain**, **Sun**, **Water**, **Lightning**, **Clouds**, **Frost**, **Rainbow**, **Aurora**, **Fire**, **Ice**, **Night Sky**, and **Snow**.

Note that **Fire**, **Ice**, **Night Sky**, and **Snow** are only available for **Home Deluxe and Business** licenses.

**Step 3.** Select areas where an effect will be applied. Each effect has its own tools for this task.

**Hint:** You can change the tool's size in a pop-up window which opens with a right mouse click in the image. To draw a straight line use the \( \text{Shift} \)-key.
Direction Lines

You can choose how the selection looks like in the program Preferences.

It's possible to change the size and position of the selection with the Transform tool.

Hold down the Shift key to maintain the object's proportions. Hold down Alt to rotate the object by 5 degrees intervals or to scale it from its center.

Transforming Selection

You can save the selection or direction lines to a file *.nature with and load with.

Step 4. Start processing with.

Hint: Enable the Autorun Mode in the Preferences to apply any changes automatically. It is helpful when selecting the presets or adjusting the effect parameters.

The image will be processed, and the result will be shown in the After tab.
Step 5. If you want other results change the effect's parameters in the Settings Panel.
Adjusting Settings

**Step 6.** You can also make final touches and correct the result using the post-processing tool which - **History Brush** on the **After** tab. This tool is available only under the **Home Deluxe and Business** licenses! It lets you change the area and the intensity of the applied effect, fade the effect and restore the image to its original state.

**Attention!** If you switch to the **Before** tab and click on the button , the changes made with the **History Brush** will be lost.

You can adjust the parameters for the tool in the pop-up box that appears after a right click in the image window:

- **Size** (1-1000) changes the tool's diameter.
- **Hardness** (0-100%) defines the blurriness of the tool's edges. The less the value the more blurry the edges of the brush are.
- **Strength** (1-100%) affects the degree of restoration to the original state.
Step 7. If you like your new settings of the effect, you can save them as a preset and use them in the future.

To save a preset, enter its name into the Presets field and press the button Save. Now, as you start the program, it will use the settings of this preset. If you change the values of the parameters, you can always come back to the default settings of the preset by pressing the button Reset. To remove your preset, select it from the list and press Delete.

To process an image with the settings of a certain preset, select it from the drop-down menu and press if the Autorun Mode is disabled.

Step 8. Share your image by clicking on . It opens the list of the services where you can publish the picture: Twitter, Flickr, Tumblr, Google+.

In the standalone version, you can also print your image with .

Step 9. Save the processed image.
- If you work with the standalone edition:
  
  Click on the button 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 and close the plugin window. The AKVIS NatureArt plugin will close and the resized image will appear in the workspace of the photo editor.

  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.
AKVIS NatureArt includes a number of ready to use Presets which help you start working. They can be applied "as is" or can be modified.

All tabs of settings have the common list of presets. When a new preset is created it will be available in all tabs and will contain their settings.

To create a preset, adjust the settings, type a name for the preset into the field, and press Save.

To return to the default settings of the selected preset, press Reset.

To delete a preset, choose it from the drop-down list and press Delete.

The AKVIS built-in presets cannot be removed.

You can save your presets to a .natureart file with . To load presets from the file use .

Read more how to import and export user presets.
**TIPS & TRICKS FOR WORKING WITH AKVIS NATUREART**

These tricks will help you create various nature effects using **AKVIS NatureArt**.

**Autorun Mode.** When selecting the presets or adjusting the parameters, it is recommended to enable this function in the program Preferences. This considerably speeds up the time needed for the processing.

When working with tools (regardless of the effect), it's better to disable the **Autorun Mode**.

**Take advantage of ready-to-use presets.** For your convenience the program offers a number of ready-to-use presets. By using the presets, you can quickly select effect settings.

**Save the selections and direction lines!** For this purpose just press the button. By clicking on you can load the saved file to make a change (for example, to add or remove something).

**See an example** of working with saved direction lines.

**It's possible to apply multiple effects to an image.**

In the standalone version save the result with and then click on Yes when asked the question: **Use the result as a source image?**
If you want to get different images with various effects applied, select No.

In the plugin version just re-call the NatureArt filter and apply the effect you want with \checkmark.

To draw a straight line with the Selection Brush, click once where you want the line to start, move to the other end of the line, and hold down the \textbf{Shift} key.

You can lock the mouse movement to either horizontal or vertical direction by holding the \textbf{Shift} key.

To cancel the selection, use the Selection Bucket in the "eraser mode". Just click with the tool while pressing \textbf{ctrl}.
You can choose how the selection appears in the program Preferences: "marching ants" or filled with color (by default, red), and change the opacity of the color.

To reduce the effect and correct the result, use the History Brush. Read more...

Note that this tool is only available for the Home Deluxe and Business licenses.

To change the image scale you can use the following keyboard shortcuts: + and Ctrl++ on Windows, ++ on Mac to increase the image scale; - and Ctrl+- on Windows, -- on Mac to reduce the scale.

Double-clicking on the tool’s icon makes the image scale to 100%. Double-clicking on the tool’s icon makes the image fit the window.

To cancel the last operation use the hot-key Ctrl+Z on Windows, +Z on Mac or click on . To return the last cancelled operation use the hot-key Ctrl+Y on Windows, +Y on Mac or click on .

Adjust the tools’ parameters in the pop-up window that appears when right clicking in the image.

Pay attention to your license type. The functionality of the program depends on the license type. Consult the comparison table for more information. During the test period you can try all options and choose the license you like. You can upgrade your Home license to Home Deluxe or Business anytime by paying the difference in prices.
Open the **Preferences** dialog by pressing on 

*The dialog window looks like this:*

- **Language.** Choose the program language in 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 Image Scale.** This parameter defines the way the image is scaled in the main window after loading:
  - **Fit to View.** The scale adjusts so that the image will be completely visible;
  - **100%.** The actual size is used, the image doesn't scale.
- **Autorun Mode** check box. If this box is checked, any changes will be updated automatically. If the option is not selected you must press the button in order to see changes applied.
- **Selection Area.** This parameter defines how the selection appears (not valid for the **Night Sky** effect). Please choose one of two variants:
  - **"Marching Ants".** The selection is enclosed in borders that look like a "running" dashed line. This is the default value.
  - **Filled with Color.** The selection will be filled with a color.

  By default, it is red. You can change it by double-clicking on the color plate.

  The **Opacity** parameter allows you to adjust the opacity of the color used to highlight the selection.
• **Hints Panel.** When you hover over parameters and buttons with the cursor you can see a brief description of them in the **Hints** field. You can choose how the hints will be shown:
  - Under Image Window;
  - Under Settings Panel;
  - Hide.

• **History States** (5-100). The size of the memory stack. It limits the number of the undo/redo steps (← and →).

• **Recent Files** (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 (only in the standalone version). 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 selected the panel is always visible.

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 NATUREART

In the standalone version of AKVIS NatureArt 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.
NATURE EFFECTS: RAIN

This effect is used to add raindrops to an image: basically, different types of rain (from drizzle to downpour), and by adjusting some parameters even snow (AKVIS Snow preset).

Rain Effect in AKVIS NatureArt

The effect will be applied only in a selected area! Use the follow tools to make a selection:

**Selection Brush**. This tool is used to highlight areas to which an effect will be applied. You can change the tool’s size in a pop-up window which opens with a right mouse click in the image window. To get a straight line, draw a line while holding down **Shift**.

**Eraser**. Use this tool to erase selection areas. You can change the tool’s size in a pop-up window.

**Selection Bucket**. The tool fills an area outlined with the **Selection Brush** (helpful for selecting large areas).

If the area was not circled by [ ], the entire image will be selected by clicking with [ ].

**Hint**: You can use **Selection Bucket** in "eraser mode" to erase all selections at the image. Just click the left mouse button while pressing **Ctrl**.

In **Settings Panel** you can adjust the parameters for the **Rain** effect:

**Density** (0-20). This parameter sets the density of the rainfall. At lower values the effect appears as drizzle, the raindrops are sparse and are far from each other. At higher values is is similar to a "wall" of rain.
Length (0-100). This parameter defines the degree to which drops are lengthened. It also acts as a constraint on length. The length of drops may be different, but their length will not exceed the specified value.

Scale (0.10-10.00). This parameter affects the size of raindrops. If Length is changed the raindrops will only change in length, but changing this parameter affects the size of raindrops in all geometric directions. The higher the value, the larger the raindrops.
**Angle** (0-180). This parameter determines the direction of falling raindrops and leads to the creation of another effect - wind. If the value is equal 90, rain falls vertically (no wind). At values less than 90 the rain falls at a right angle (wind is blowing from right to left). At values higher than 90 it falls at a left angle (wind is blowing from left to right).

**Note:** If you watch through a window at how rain falls, it’s clear to see that wind deforms raindrops: smearing them on the glass, stretching them. It does the same thing in the air. Therefore, to achieve the most realistic effect it is necessary to change both the Angle and Length of the raindrops. The greater the slope, determined by Angle, the stronger the force of the wind and the stronger the effect of Length.

**Dispersion** (0-90). This parameter determines the deviation of raindrops from the general direction of rainfall (which is based on Angle). When the value is set to 0 all raindrops fall at the same angle. At higher values raindrops will deviate from the direction specified by Angle. The higher the value, the greater the deviation of the raindrops' pattern.

The value of "Dispersion" has been set to 0

The value of "Angle" has been set to 90
**Transparency** (0-100). This parameter affects the translucency of raindrops. At higher values, their color fades and more of the image is visible through them.

Transparency = 5%

Transparency = 40%
This effect adds the most important celestial body to an image - **The Sun** in all of its manifestations, depending on the time of day, the seasons, and the weather: bright, dim, summer, winter, rising, setting, etc. By changing settings or using one of the presets from AKVIS, it's possible to transform the sun into the moon (*AKVIS Moon* preset) or another more distant star (*AKVIS Star* preset).

Use the **Transform** tool in the **Before** tab to determine the location of the sun, its size, and the direction of its rays.

The sun is depicted schematically as a circle with rays emanating from it (the number of which is determined by the corresponding parameter in the **Rays** tab). When the tool is pressed, markers appear around the circumference of the frame.
To move an object, bring the cursor within the frame, after which it will take the form of double perpendicular arrows, left click the mouse and while holding it down, drag the cursor. You can also draw a sun anywhere on the image by double clicking the left mouse button.

**Note:** To correctly place the sun and achieve the most realistic result, consider the location of shadows in the image.

To change the size of the sun, bring the cursor within the frame so that it takes the form of a double-headed arrow, and after clicking and holding the left mouse button, move the cursor to increase or decrease it.

The sun’s rays can be rotated. To rotate them, bring the cursor outside of the frame, so that it takes the form of a rounded double-headed arrow, and after clicking and holding the left mouse button, drag the cursor.
Configure the effect’s settings.

You can adjust the parameters for the Sun effect in the Settings Panel. There are two tabs: Sun and Rays.

Sun Tab:

Working with color. There are three color to set for the sun: Sun Color, Glow Color and, if desired, Additional Glow Color. Usually two colors are enough. In rare cases an additional color is required, mainly for a rising or setting sun.

Click on the color plate and select a color in the standard dialog.

![Sun and Glow Colors](image)

Power (0.30-1.00). This parameter determines the size of the sun’s glow and its intensity. At higher values the glow is stronger and covers a larger area.

![Power Examples](image)

Power = 0.50  
Power = 0.85
**Smoothness** (0-25). This parameter determines how smooth the transition between the colors of the sun and its glow will be. Increasing the value of this parameter will make the transition between colors smoother.

![Smoothness = 2](image1)
![Smoothness = 20](image2)

**Rays** Tab:

**Enable Rays** check-box. When this option is enabled, the rays are drawn accordingly to the settings described below. If you want a sun without rays, turn this option off. In this case the parameters in this tab will not be active.

![The "Enable Rays" check-box is disabled](image3)

**Random Distribution** check-box. If the check-box is enabled, the rays are placed randomly. If the option is disabled, the rays are arranged symmetrically at the same distance between them.

![The "Random Distribution" check-box is disabled](image4)
![The "Random Distribution" check-box is enabled](image5)
**Number** (1-100). The parameter determines the number of the rays.

**Max Length** (0-200). The parameter controls how far the rays spread, and also acts as a constraint on their length. The length of the rays can be different but they will be no longer than the specified value.

**Smoothness** (1-100). The parameter changes blurriness of the outer edge of the rays. The higher the value, the smoother the edges are.
**Width** (1-100). The parameter changes the width and brightness of the rays.

![Width Comparison](image1)

**Transparency** (0-99%). The parameter determines the translucency of rays. At higher values their color fades and more of the image is visible through them. For a more realistic effect it is best to set this to a high value.

![Transparency Comparison](image2)
**NATURE EFFECTS: WATER**

This effect can be used to add a body of water to an image.

Before you adjust the parameters for this effect, use the **Move** tool to set the height of the expected horizon.

Below the horizon will be water, and above it, the remainder of the image. The horizon can be moved vertically up or down to any level.
Adjust the parameters for the **Water** effect. The parameters for this effect are divided into two tabs: **Waves** and **Glare**.

**Waves** Tab. Under this tab are parameters which define the basic characteristics of water.

**Density** (0-20). This parameter determines the number of waves per unit area at their regular size. The higher the value, the closer the waves will be to each other and the number of them will increase.

Density = 5

Density = 15

**Height** (1-100). This parameter determines the size of a wave in the vertical direction. The higher the value the higher the wave.

Height = 20

Height = 40

**Length** (1-100). This parameter determines the size of a wave in the horizontal direction. The higher the value, the longer the wave.

Length = 40

Length = 70
**Direction** (0-180). This parameter determines the direction of the flow of waves. At a value of 0, the waves are perpendicular to the flow of water. As the value increases, the waves will move clockwise.

![Direction comparison](image1.png)

**Dispersal** (0-90). This parameter determines the difference between the direction of waves. When the value is set to 0, all waves follow the same direction. As the value increases, individual waves deviate from the direction specified by **Direction**. The higher the value, the greater the deviation.

![Dispersal comparison](image2.png)

**Depth** (0-100). By adjusting this parameter you can change the visual perception of the water's depth. The higher the value, the darker the water and the greater its depth.

![Depth comparison](image3.png)
**Ripples** (0-100). This parameter adds an additional relief effect to the waves and determines the degree to the effect. The higher the value, the more ribbed and embossed the waves will be.

![Ripples 0](image1.png) ![Ripples 30](image2.png)

**Color.** Use this parameter to change the the water's color and select the appropriate color based on the type of body of water. To change the color, click on the color plate and choose a color from the **Select Color** dialog.

![Change color of the water](image3.png)

**Glare Tab.** If the original photo has a light source, then when you add water light should be reflected in it, creating a glare. The parameters under this tab define the characteristics of the solar glare.

**Brightness** (0-99). This parameter defines the brightness of a solar glare. The higher the value, the brighter the glare on the water.

*Note:* If the value of the parameter is 0, there is no glare.

![Brightness 50](image4.png) ![Brightness 90](image5.png)
These parameters affect the location of the glare on the water:

**Horizontal Shift** (0-180). This parameter controls the horizontal position of the glare. If the value is set to 90, the sun is above the center. At values greater than 90 it is located to the right, and at values less than 90 percent, to the left.

![Horizontal Shift = 70](image1.png) ![Horizontal Shift = 110](image2.png)

**Vertical Shift** (0-90). This parameter controls the vertical position of the glare. The higher the value, the more distant the glare will be on the horizon, and the higher its position will be relatively to the camera.

![Vertical Shift = 75](image3.png) ![Vertical Shift = 85](image4.png)

**Note:** These parameters only have an effect if **Brightness** for a glare is not set to zero.

If you wish to add a glare, pay attention to the lighting as well as the time of day in the photograph. As we know, the sun is lower in the sky during the morning and evening than during the day.

Therefore, for photographs taken during the day, the glare should be closer to the camera (a lower value for **Vertical Shift**), and for one shot in the morning or evening, closer to the horizon (a higher value for **Vertical Shift**).

Similarly, the value for **Horizontal Shift** can be changed, depending on the position of the light source in the original photograph.
**Color.** This parameter determines the color the solar glare. To change the color, click on the color plate and choose a color from the **Select Color** dialog.

Orange glare selected
NATURE EFFECTS: LIGHTNING

This effect can be used to add Lightning of any size and number to an image.

Usually lightning appears during a thunderstorm. It often gives us an unforgettable light show in the sky! What is this amazing phenomenon of nature, beautiful and devastating at the same time?

Ancient people perceived the thunder and the lightning flashes as an expression of the will of the Gods and the manifestation of God’s wrath. Only in the 18th century was it proved that lightning is an electric discharge in the atmosphere accompanied by a flash of light and the rumble of thunder. There are various types of lightning, but usually we see streak lightning or forked lightning.

Lightning Effect in AKVIS NatureArt

Before applying this effect, you need to draw a "skeleton" where the lightning will be, to act as a schematic for it. Do this in the Before tab with the following tools:

- **Direction**. Use this tool to draw lines over which lightning will be drawn. To set a line, click anywhere on the image, and while holding down the button, draw a line in any direction.
- **Eraser**. Use this tool to delete unwanted parts of lightning. Any lines whose starting points are within the zone of the tool will be erased. This zone is determined by the size of the eraser. You can change the size of the eraser by right-clicking anywhere in the image and making an adjustment in the pop-up window.

The **Line Set** drop-down list in the Setting Panel contains ready-to-use lightning layouts which come bundled with the program. When editing a sample its name is changed to **Custom**. To remove all the lines from the image, select **Clear All**.
Adjust the parameters to specify the settings for the lightning. The settings will apply to all of the lightnings on an image. If you want to get various lightnings, save the result and restart the effect.

**Main Bolt:**

**Thickness** (1-100). This parameter controls the thickness of all lines which make up the lightning bolt. The higher the value, the thicker and brighter the lines are.

**Curvature** (0-100). The lightning will be drawn as a curve. This parameter regulates the degree of curvature of the main line of lightning. The higher the value, the more the bolt will be curved.
Color. Use this parameter to change the color of the lightning. To change the color, click on the color plate and choose a different color from the Select Color dialog.

Brightness check-box. If the check-box is disabled, the program draws the lightning only with the selected color. If the option is enabled, the lightning blends with background colors and becomes brighter giving an impressively luminous effect.
Branches:

**Branching** (1-100). This parameter determines the branching of lightning. The higher the value, the more branches will come from the main bolt of lightning.

![Branching = 5](image)
![Branching = 80](image)

**Branch Curvature** (0-100). This parameter regulates the degree to which branches of lightning bend. The higher the value, the more curved the kinks forming a branch become.

![Branch Curvature = 15](image)
![Branch Curvature = 65](image)

**Distribution** (1-100). This parameter controls the distribution of the lightning's branches. The higher the value, the greater the distance over which branches will be distributed, and the larger the area they will occupy.
Glow:

**Strength** (0-40). This parameter controls the intensity of the glow. The higher the value, the stronger the glow is. At a value of 0 the glow is absent.

**Dispersal** (0-40). At low values the glow is concentrated along the main line. The higher the value, the wider the glow spreads. At high values the glow has less contrast.
Color. Change the color of the glow in the Select Color dialog. Click on the color plate and choose a different color. By default, the glow color is not selected and is equal to the color of the main lightning bolt. To reset a color, right-click on the color plate.

Brightness check-box. If the check-box is disabled, the program uses only the selected color to draw the glow. If the option is enabled, the glow blends with background colors and becomes brighter giving an impressively luminous effect.
Random Seed. This is the starting number for the random number generator that defines the form of the lightning.
**NATURE EFFECTS: CLOUDS**

This effect adds clouds to an image.

![Clouds Effect in AKVIS NatureArt](image)

The effect will be applied only in a selected area! Use the follow tools to make a selection:

- **Selection Brush**. This tool is used to highlight areas to which an effect will be applied. You can change the tool’s size in a pop-up window which opens with a right mouse click in the image window.
  
  To get a straight line, draw a line while holding down `Shift`.

- **Eraser**. Use this tool to erase selection areas. You can change the tool’s size in a pop-up window.

- **Selection Bucket**. The tool fills an area outlined with the **Selection Brush** (helpful for selecting large areas).

  If the area was not circled by the entire image will be selected by clicking with.

  **Hint**: You can use **Selection Bucket** in "eraser mode" to erase all selections at the image. Just click the left mouse button while pressing `Ctrl`.

In **Settings Panel** you can adjust the parameters for the **Clouds** effect:

- **Size** (1-100). This parameter sets the size of the elements which make up clouds. As the value increases, these elements will become larger.
**Cloudiness** (1-20). This parameter sets the degree of cloudiness. The higher the value, the greater the accumulation of clouds in the same area of the image.

**Density** (1-100). This parameter adjusts the density of the clouds. The higher the value, the denser and brighter the clouds will look.
Transparency (0-100). This parameter affects the transparency of clouds. As the value increases, the clouds become paler in color and more of the image is visible through them.

Transparency = 30%
Transparency = 70%

Smoothness (0-50). This parameter affects the appearance of cloud edges. Changing this parameter changes the contrast between neighboring pixels, making the clouds look sharper or softer. Increasing the value makes clouds appear more blurred. At high values the clouds will look like fog.

Smoothness = 10
Smoothness = 40

Boundary (0-30). It has influence only at the selection borders. At minimum values, the selection border is an accurate determinant of where cloud generation ends. Clouds which are not located within the selected area are cut off lengthwise at its boundaries. As the value increases, the edge of where clouds will be generated moves inward, away from the boundary of the selected area. Clouds cannot reach this boundary but at the same time may fall just beyond it.

Low values are useful in situations where the sky is seen through various objects: a window, an arch, etc, or for example, in situations when people are in the foreground.
**Color.** Use this parameter to change the color of the clouds. To change the color, click on the color plate and choose a different color from the **Select Color** dialog.

![Changing the Color of the Clouds](image)
NATURE EFFECTS: FROST

This effect allows you to adorn an image with an openwork of frost crystals. In nature frost appears on long thin objects during freezing weather. This gives an environment a fantastic look, sometimes almost surreal. Now you can add this beauty to your digital photos easily.

Frost on Eyelashes

The effect will be applied only in a selected area! Use the follow tools to make a selection:

- **Selection Brush**. This tool is used to highlight areas to which an effect will be applied. You can change the tool’s size in a pop-up window which opens with a right mouse click in the image window. To get a straight line, draw a line while holding down `Shift`.

- **Eraser**. Use this tool to erase selection areas. You can change the tool’s size in a pop-up window.

- **Selection Bucket**. The tool fills an area outlined with the **Selection Brush** (helpful for selecting large areas).

  If the area was not circled by `Selection Brush`, the entire image will be selected by clicking with `Eraser`.

  **Hint:** You can use **Selection Bucket** in "eraser mode" to erase all selections at the image. Just click the left mouse button while pressing `Ctrl`.

The effect’s parameters can be adjusted in the **Settings Panel**.

Parameters under **Pattern** affect how the frost will be formed:

- **Expansion** (0-100). The parameter influences how far the effect extends beyond the selection.
**Fill** (0-100). The parameter affects the pattern's density within a selection. The higher the value of this parameter the more dense the frost crystals are.

![Fill examples](image1)

**Branching** (1-100). The parameter affects the intensity of branching along the selection. As this parameter's value is increased the complexity, number, and length of branches increases.

![Branching examples](image2)

Parameters under **Ice** do not affect the shape of the pattern and are only responsible for the ice's appearance:

**Freezing** (0-100). This parameter sets the freezing intensity of ice crystals. At lower values the edges of the frost are thin and soft, while at the maximum value the ice becomes more homogeneous, dense, and solid.
Transparency (0-100). The parameter affects the opacity of the ice in relation to the background color. At the minimum value the ice is completely opaque; at higher values the background begins to be visible through the ice; and at 100% it becomes a transparent layer of ice.

Shadow (0-100). The parameter adds a shadow to the ice pattern edges increasing the depth and clarity of the pattern. At a value of 0 there is no shadow. The larger the value, the more visible outlines are.
**Uniformity** (0-100). The parameter affects the range of shades of the color of the ice. The higher the value, the more uniform the color becomes, and the fewer shades are used.

![Uniformity = 10](image1)

![Uniformity = 90](image2)

**Color** can be changed by clicking on the color plate and choosing a new color from the **Select Color** dialog.

![White](image3)

![Lavender](image4)
NATURE EFFECTS: RAINBOW

A rainbow is a natural phenomenon that leaves no one indifferent. If you stand between the sun and the raindrops (with your back to the sun), you will see an enormous colorful arc filling the sky, created by light refracted and reflected by billions of raindrops. The colors of the rainbow always appear in the same order, from red to violet, and each color is paler than the one before it. Droplets of mist over a body of water or a fountain can also create a rainbow.

Rainbow Effect in AKVIS NatureArt

The shape, size, and location of the rainbow are set by a semicircular frame which appears when the Transform tool is active.
By dragging any of the frame's three control points, you can adjust the arc's height and angle of curvature. When the cursor is brought near one of the control points, it changes to a round shape ⬤: in this state, it is used to rotate the arc clockwise or counterclockwise. If the cursor is brought within the frame it changes to this ↦ shape, and the rainbow can be moved steadily in one direction.

You can use the Exclusion Tool [(ball) to select the areas that should be excluded from the effect. The tool protects the selected areas keeping their initial state. It lets you hide parts of the rainbow on the image, for example, to make an object appear to be "in front" of the rainbow.

You can adjust these parameters for the tool:

- **Size** (1-500) affects the tool's diameter.
- **Hardness** (0-100%) defines the blurriness of the tool's edges. The less the value the more blurry the tool's edges become.
- **Strength** (1-100%) adjusts the influence of the tool to the rainbow.

The Eraser tool [lets you edit the excluded area.
**Hint:** This effect can also be achieved with the History Brush \(\text{History Brush}\) which restores areas to their original state.

The parameters for this effect can be adjusted in the Settings Panel.

**Width** (3-300). The parameter affects the lateral size of the arc.

**Transparency** (0-100). The parameter affects the opacity of the rainbow in relation to the background color. The higher the value, the paler the rainbow appears.

**Reverse Colors** check-box. When the check-box is enabled, the order of colors of the rainbow is reversed.
**Fogbow.** This check-box activates a group of parameters which are used to create a white rainbow. A white rainbow appears when fog droplets, which are smaller than rainbow water drops, reflect light. This phenomenon is also called *seadog*. The fog texture is created by adding noise.

You can adjust these parameters of the fogbow:

**Noise Size** (1-40). It defines the size of the noise spots (from small to large).

**Noise Intensity** (0-50). The parameter adjusts the depth and intensity of the noise. At the value = 0, no noise is applied.
**Coloration** (0-20). The parameter lets you add slight color to the fogbow. At the value = 0, the fogbow appears completely colorless creating a white rainbow.
NATURE EFFECTS: AURORA

Aurora borealis is a luminescence in the atmosphere. In ancient times flashes of cold fire were considered as words of gods, their fiery dance in the northern sky. The scientific explanation of appearing of these beautiful lights relates to the solar wind and Earth's magnetic field.

The aurora has different visual forms - stripes, rays, arcs, and twists through which we can see the stars. This atmospheric phenomenon, similar to long colorful curtains in the sky, may extend for thousands of kilometers from west to east. The lower edge of the aurora is usually sharp and clear, while the top edge is blurred. We always enjoy these spectacular shining views, continuously and rapidly changing, with the rich color spectrum.

Aurora Effect in AKVIS NatureArt

To define the location of the effect use the tools:

**Direction**. Draw with the tool one or more base lines to choose the lower edge of the aurora. It's possible to rotate and move the lines, changing the position of the effect, with the **Transform** tool.

**Eraser**. Click with the tool on any part of the line to remove it. You can change the tool's size in a pop-up window appearing with a right mouse click on the image.
Adjust the effect parameters in the **Settings Panel**:

**Colors.** The color line with two sliders allows you to set colors of the aurora. The left edge of the line is responsible for the colors at the bottom of the glow, right - for the colors at the top.

**Reverse Colors.** The check-box reverses the order of colors.
**Blend Mode.** In the drop-down list, you can specify a method of mixing the image with the effect. The program provides 10 blend modes.

![Normal Mode](image1)

![Plus Mode](image2)

**Glow Tab:**

**Color Blending** (0-100). The parameter changes the level of color blending. At low values there is a clear separation between the colors. Increase the parameter to smooth the transition and mix the colors.

![Color Blending = 7](image3)

![Color Blending = 90](image4)

**Lightness** (0-100). The parameter defines the number of light tones.

![Lightness = 0](image5)

![Lightness = 90](image6)
Opacity (0-100). The parameter regulates the transparency of the aurora and visibility of the background. At value = 100, the glow is opaque. At lower values, it becomes lighter and weaker.

![Opacity = 40](image1.png)  ![Opacity = 75](image2.png)

Glow Spots (0-100). The parameter adjusts the irregularity of brightness in different parts of the strip and adds bright and dark spots. At low values, the glow looks more uniform.

![Glow Spots = 0](image3.png)  ![Glow Spots = 90](image4.png)

Spot Size (10-100). The parameter changes the size of the bright areas in the glow.

![Spot Size = 25](image5.png)  ![Spot Size = 60](image6.png)
**Blurring** (0-100). The parameter lets stretching the glow spots in the horizontal direction making a uniform glowing strip.

![Blurring](image1)

**Shape Tab:**

**Height** (10-100). The parameter sets the vertical size of the glow (in % of the image height).

![Height](image2)

**Uniformity** (0-100). The parameter changes the uniformity of the aurora's structure. At low values, the surface is uneven. At high values, the glow looks smoother.

![Uniformity](image3)
**Smooth Transition** (10-100). The parameter adjusts the width of the transition zone at the edges of the effect area. The lower the value, the clearer the edges are.

![Smooth Transition = 15](image1)

![Smooth Transition = 80](image2)

**Deformation** (0-100). The parameter adds random shifts and distortions to the aurora. Increasing the parameter can attenuate the glow or move it beyond the boundaries of the image.

![Deformation = 0](image3)

![Deformation = 65](image4)
NATURE EFFECTS: FIRE

This effect adds flames to an image. You can create a realistic fire over an object or make a flaming text. This effect is only available for the **Home Deluxe** and **Business** licenses. [Compare the licenses here](#).

![Fire Effect in AKVIS NatureArt](image)

The effect is applied in a selected area and extends beyond it. Use the following tools to make a selection:

- **Selection Brush** 🎨: This tool is used to highlight areas to which an effect will be applied. You can change the tool’s size in a pop-up window which opens with a right mouse click in the image window. To get a straight line, draw a line while holding down **Shift**.

- **Eraser** 🎨: Use this tool to erase selection areas. You can change the tool’s size in a pop-up window.

- **Selection Bucket** 🎨: The tool fills an area outlined with the **Selection Brush** 🎨 (helpful for selecting large areas). If the area was not circled by 🎨, the entire image will be selected by clicking with 🎨.

  **Hint:** You can use **Selection Bucket** in "eraser mode" to **erase all selections** at the image. Just click the left mouse button while pressing **Ctrl**.

**Note:** The selection indicates an approximate effect area. Sometimes it can be difficult to place a fire into a certain area especially into a small area. When creating a selection take into account that the fire spreads from the center of the selected area upward, left and right.
The following parameters are available for this effect in the **Settings Panel**:

**Flames** (5-200). This parameter determines the number of basic components (flames) which make the fire.

**Width** (1-50). This parameter controls the width of the effect area. It determines the fire distribution within and beyond the selection. It also influences the width of a flame tongue.
**Height** (1-250). This affects the height of the tongues of flame.

![Height Example](image1.jpg)
Height = 40

![Height Example](image2.jpg)
Height = 250

**Blur** (1-50). This controls the clarity of outlines of the tongues of flame. At higher values the softness of the edges as well as the glow intensity increase.

![Blur Example](image3.jpg)
Blur = 5

![Blur Example](image4.jpg)
Blur = 50

**Distortion** (1-100). This parameter determines how curved the tongues of flame will be. The higher the value, the more strongly the flame will be distorted, and the more changeable it will become.

![Distortion Example](image5.jpg)
Distortion = 30

![Distortion Example](image6.jpg)
Distortion = 85
**Transparency** (0-60). This parameter affects the translucency of the flame. At higher values, the color of the tongues of flame fades and the image becomes visible through them.

![Image showing transparency settings](image)

**Color** (-180 to 180). You can change the color of the flame by using the gradient line or entering a value.

![Image showing color settings](image)
**NATURE EFFECTS: ICE**

You can use this effect to cover any surface in ice. It lets you freeze a lake or a pond even in summer, decorate your Christmas pictures, create ice sculptures.

This effect is only available for the **Home Deluxe** and **Business** licenses. Compare the licenses here.

The effect will be applied only in a selected area! Use the follow tools to make a selection:

- **Selection Brush**. This tool is used to highlight areas to which an effect will be applied. You can change the tool's size in a pop-up window which opens with a right mouse click in the image window. To get a straight line, draw a line while holding down **Shift**.

- **Eraser**. The tool lets you edit the selection. Adjust its size in a pop-up window.

- **Selection Bucket**. The tool fills an area outlined with the **Selection Brush** (helpful for selecting large areas).

  If the area was not circled by the entire image will be selected by clicking with.

  **Hint**: You can use **Selection Bucket** in "eraser mode" to **erase all selections** at the image. Just click the left mouse button while pressing **Ctrl**.

The effect configuration can be adjusted in the **Settings Panel**.

The main parameters:

- **Relief** (0-100). Increasing this parameter makes the ice surface more uneven, with a sharper and deeper pattern.
Illuminance (0-100). The parameter changes the brightness of light reflected from the ice. The higher the value, the brighter the ice pattern and glare become. At lower values the brightness is less intense.

Glare (0-100). Increasing the value will result in a glare over an uneven surface. The higher the value of this parameter, the brighter the glare. The number and the size of glare depend on the Illuminance. If Illuminance=0 the glare is not visible.

Transparency (0-100). As this parameter is increased, the background becomes more visible. At lower values the ice becomes more opaque and its color more evident.
Color. The ice color can be changed by clicking on the color plate and choosing a new color from the Select Color dialog.

There are two groups of the additional parameters which add more patterns to the ice’s surface: Needles and Feathers.

Parameters under the Needles tab add a pattern of fine needles to the surface:

Density (0-100). Increasing the value increases the number of needles within the selected area.

Max Length (0-100). This parameter sets the maximum length of the needles. The length of needles may vary, but they will not exceed the specified value.
Branching (0-100). As this parameter’s value is increased, the needles begin to branch out and take the form of crystalline branches. The higher the value the more branches will appear.

Transparency (0-100). This parameter affects the transparency of the needles with respect to the background color. At lower values the needles are more opaque; at higher values the background is more visible; and at 100% the needles are completely transparent and invisible.

Color. The needles color can be changed by clicking on the color plate and choosing a new color from the Select Color dialog.
Parameters in the Feathers tab can be used to add a pattern like icy feathers:

**Density** (0-100). This parameter increases the number of feathers on an image. At a value of 0 no feathers will be present.

**Size** (0-100). Increasing the value of this parameter makes feathers larger. They will increase in length as well as width. If the value is set to 0 the feathers will disappear.

**Thickness** (0-100). If the value of this parameter is increased more branches will appear on the feathers. If the value is set to zero the branches will disappear, and the feathers will take the form of thin rods.
Curvature (0-100). This parameter affects the degree to which feathers are curved. The higher the value the stronger the curvature of the feathers will be. At a value of 0 the feathers will be straight.

Transparency (0-100). This parameter determines the translucence of the feathers. The higher the value, the more the background is visible through the feathers. At the maximum value the feathers are completely transparent and invisible.
Color. The feathers color can be changed by clicking on the color plate and choosing a new color from the Select Color dialog.

White Feathers

Blue Feathers
Mysterious and unexplorable, the night sky has fascinated humanity since time immemorial. Using the Night Sky effect in AKVIS NatureArt, you can imitate the beauty of the night sky on any image: add scattering stars, iridescent nebulae, or impressive meteor showers.

**Attention!** This effect is only available for the Home Deluxe and Business licenses.

![Night Sky Effect](image)

The effect will be applied only in a selected area! Use the follow tools to make a selection:

**Star Zone** 🌟 Use this tool to mark areas where stars, meteors, or trails should appear. You can change the tool’s size in a pop-up window which opens with a right mouse click in the image window.

**Nebula Zone** 🌌 Use this tool to select the areas where the nebula should be added to the other objects. You can change the tool’s size in a pop-up window which opens with a right mouse click in the image window.

**Eraser** ✂️ Use this tool to erase selection areas. You can change the tool’s size in a pop-up window.

**Hint:** To get a straight line, draw a line while holding down *Shift*.

In **Settings Panel** you can adjust the parameters for the Night Sky effect:

**Common Parameters:**

**Base Color.** This parameter sets the default color for all objects. Click on the plate to open the color selection dialog.
Fading (0-100). When increasing the parameter, the brightness of stars, meteors, trails, and nebulae gradually decreases at the bottom of the selection.

Select objects that will be displayed in the night sky by enabling the check-boxes: Stars, Meteors, Trails, and Nebulae. Adjust their parameters in the appropriate tabs.

**Stars**

**Color.** Change the color of stars in the standard dialog by clicking on the color plate. If the color is not selected, the Base Color will be used. Right-click to reset the color and clear the color plate.

**Random Color** (0-100). If the value of the parameter is zero, all stars have a specified color. When increasing the parameter, the colors variety and saturation of random stars increase.
**Size** (10-100). When increasing the parameter, the stars become larger. The size of stars will vary, but will not exceed the specified value.

**Density** (1-100). The parameter increases the number of stars within the selected area.

**Rays.** If the check-box is enabled, the rays will be added to the stars whose size exceeds the Min Star Size value. The rest of the stars will be displayed as bright dots.
Random Seed. This is the starting number for the random number generator that defines the distribution of stars.

Meteors

Color. Change the color of shooting stars in the standard dialog by clicking on the color plate. If the color is not selected, the Base Color will be used. Right-click to reset the color and clear the color plate.

Random Color (0-100). If the value of the parameter is zero, all meteors have a specified color. When increasing the parameter, the colors variety and saturation of random meteors increase.

Size (0-100). The parameter increases the length and thickness of meteors. The size of meteors will vary, but will not exceed the specified value.
**Elongation** (-50..100). Increasing the parameter increases the length of meteor trails.

**Density** (0-100). The parameter increases the number of meteors in the selected area.

**Angle** (-180..180). The parameter sets the angle of incidence of meteors.
Random Seed. This is the starting number for the random number generator that defines the distribution of meteors.

Trails

**Color.** Change the color of star trails in the standard dialog by clicking on the color plate. If the color is not selected, the **Base Color** will be used. Right-click to reset the color and clear the color plate.

**Random Color** (0-100). If the value of the parameter is zero, all trails have a specified color. When increasing the parameter, the colors variety and saturation of random trails increase.

**Size** (0-100). The parameter increases the length and thickness of trails. The size of trails will vary, but will not exceed the specified value.
**Elongation** (-50..100). Increasing the parameter increases the length of the star trails.

**Density** (1-100). The parameter increases the number of trails in the selected area.

**Angle** (-90..90). The parameter changes the angle of trails.
Random Seed. This is the starting number for the random number generator that defines the distribution of trails.

Nebulae

Color. Change the color of nebulae in the standard dialog by clicking on the color plate. If the color is not selected, the Base Color will be used. Right-click to reset the color and clear the color plate.

Random Color (0-100). If the value of the parameter is zero, the nebula has a specified color. When increasing the parameter, the colors variety and saturation of certain nebula areas increase.

Density (0-100). The parameter specifies the number of areas forming the nebula.
Brightness (1-100). At low values of the parameter, the nebula appears more transparent. Higher values increase its brightness.

Size (0-100). When increasing the parameter, the size and blurriness of the nebula increases.

Deformation (0-100). The parameter determines the distortion of areas within the nebula.
Random Seed. This is the starting number for the random number generator that defines the distribution of nucleus of the nebula.
SNOW

Snow is a fun part of the holiday season. A snowflake consists of the finest droplets of supercooled water that are frozen in a cloud. Each snowflake is hexagonal but there are no two snowflakes alike.

Using the **Snow** effect in AKVIS NatureArt, you can not only create realistic falling snow but also add decorative snowflakes to digital images.

**Attention!** The **Snow** effect is only available for **Home Deluxe and Business** licenses.

By default, the effect is applied to the entire image.

The **Exclusion Area** tool allows marking those parts of the image that should be partially or completely excluded from the effect area.

Tool parameters:

- **Size** (1-1000). The parameter defines the tool's diameter.
- **Hardness** (0-100%). The degree of blurriness of the outer edge. The higher the value of this parameter, the harder the edge of the brush becomes.
- **Strength** (1-100%). The amount of influence on an image.

The **Eraser** tool allows you to edit the excluded area.
Hint: You can achieve a similar result with the History Brush, which allows you to restore the image to its original state.

Adjust the effect parameters in the Settings Panel:

The check-box Apply Effect shows/hides the effect.

Snow Tab

Size (20-30). The size of the snowflakes.

Density (80-120). The number of falling snowflakes.
Small Snowflakes (0-100). The opacity of small snowflakes.

Medium Snowflakes (0-100). The opacity of medium snowflakes.

Large Snowflakes (0-100). The opacity of large snowflakes.

Angle (0-180). The direction of snowfall (in degrees, measured clockwise from the horizontal axis).
Extra Tab

You can enable the group of parameters **Fog** by activating the check-box.

**Lighten** (0-80). The amount of white fog at the top of the image.

**Opacity** (0-80). The intensity of haze.
**Density** (50-100). The density of clumps of fog.

![Density = 50](image1)
![Density = 90](image2)

The group of parameters **Colorizing** changes the color temperature of the image making it cooler (bluer).

**Desaturation** (0-100). The parameter reduces the color saturation.

![Desaturation = 10](image3)
![Desaturation = 90](image4)

**Strength** (0-100). The parameter sets the intensity of toning.

![Strength = 10](image5)
![Strength = 80](image6)

**Reveal Original Colors** (0-70). The parameter restores the original colors at the bottom of the image.
The **Random Seed** button generates another distribution of the snowflakes in the image.

The **Snow Brush** tool allows creating decorative snowflakes. You can either supplement the main effect or use decorative snowflakes separately by disabling the **Apply Effect** check-box.

### Tool Parameters:

- **Size** (50-1000). The parameter defines the tool's diameter.
- **Filling Density** (1-100). The number of snowflakes created with the brush.
- **Opacity** (1-100). The parameter defines the transparency of the snowflakes. At value 100%, the snowflake is opaque.

### Snowflake Properties (adjustable in the **Settings Panel**):

The **General Settings** tab allows you to change the basic properties of the snowflakes.

- **Color**. You can change the color of the snowflakes by clicking on the color plate and selecting a new color in the standard dialog.
- **Random Color** (0-60). Increasing the value increases the diversity of colors used when creating the snowflakes.
Size (15-150). The parameter adjusts the primary size of the snowflakes.
Random Size (0-100). The parameter specifies the deviation from the primary size. If the value is zero, all the snowflakes have the same size. Increasing the value increases the range of the sizes.

Rotation (-30..30). This parameter defines the angle of rotation for all the snowflakes.
Random Rotation (0-30). The parameter specifies the maximum angle of deviation of the snowflakes.

Icing check-box. Enable the check-box to add an icy pattern to the snowflakes.
**Intensity** (10-200). The amount of ice that is added to the snowflakes.

The **Structure** tab contains the snowflake shape constructor.

![Intensity examples](image)

A snowflake is a stellar crystal with six branches called the dendrites. On the dendrites, there are **Edges** and **Sidebranches**. These elements can be attached on different levels. You can change the number of levels from 1 to 4. Each level displays the items for which a check-box is enabled. The length of the sidebranches can be adjusted using the sliders.

Enable the check-box **Random Shape** to generate randomly shaped snowflakes.
Shift from Center. The parameter allows you to shift the elements to the outer edge of the snowflake.
TORCH OF LIBERTY

In this tutorial we apply the Fire effect. We use a photo of the world’s most famous statue – The Statue of Liberty, and make her torch burn with this flame.

![Original Image](image1.jpg) ![Result](image2.jpg)

and make her torch burn with this flame.

**Step 1.** Open the standalone version of AKVIS NatureArt. Open the image of the statue by pressing 

![Open Image](image3.jpg)

**Step 2.** Choose the Fire effect from the list.

First, select the area which will "burn" with the tools.
Step 3. Press \( \text{→} \) to begin processing using the default settings (\textit{AKVIS Default}). The result will be shown in the \textbf{After} tab.

Change the settings (we use \textit{AKVIS Twister} preset):
**Step 4.** Press \( \rightarrow \) to process the image with the changed parameters.

Here is the result:

![Image with processed result](image.png)

Click on the image to enlarge

Now just save the result by pressing \( \text{Save} \).
Nature is full of beauty and danger, surprises and gifts, grandeur and magic. With AKVIS NatureArt you can create both fun and dramatic photos with a mouse click! Look at the pictures made with the program. Click on an image to view a larger version.

Do you wish to share your experience? Send us your results to info@akvis.com.

**Flooded Ruins** (*Water* effect)

![Flooded Ruins](image-url)

**Thunderer** (*Clouds* and *Lightning* effects)
Snow Storm (Clouds and Rain effects)
Starry Sky *(Night Sky and Sun effects)*

![Starry Sky](open a larger version)

Ancient Castle *(Rain and Lightning effects)*

![Ancient Castle](open a larger version)
Melting Ice (Ice effect)

Walking on a Rainbow (Sun, Clouds, and Rainbow effects)
Winter in the Desert (Rain, Frost, Clouds, and Sun effects)

Superabilities (Rainbow, Sun, Fire, Lightning, and Water effects)
Fire-Breathing Dragon (Fire effect)
Dreams of Love (Clouds effects)

Faerie Fire (Fire effect)
Christmas Card (Aurora effect)

(open a larger version)
AKVIS PROGRAMS

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**

(Windows | Mac)

**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...

![Photo collage examples](image-url)

**AKVIS Charcoal — Charcoal & Chalk Drawings**

(Windows | Mac)

**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...

![Charcoal and chalk drawing examples](image-url)

**AKVIS Coloriage — Add Color to Black and White Photos**

(Windows | Mac)

**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...

![Coloriage examples](image-url)
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**

(Windows | Mac)

**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...](#)

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**AKVIS Frames — Decorate Your Photos with Frames**

(Windows | Mac)

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

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

(Windows | Mac)

**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...](#)

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**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...