



NatureArt

Bring Nature To Your Photos!



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AKVIS NATUREART 12.5 | BRING NATURE TO YOUR PHOTOS

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.



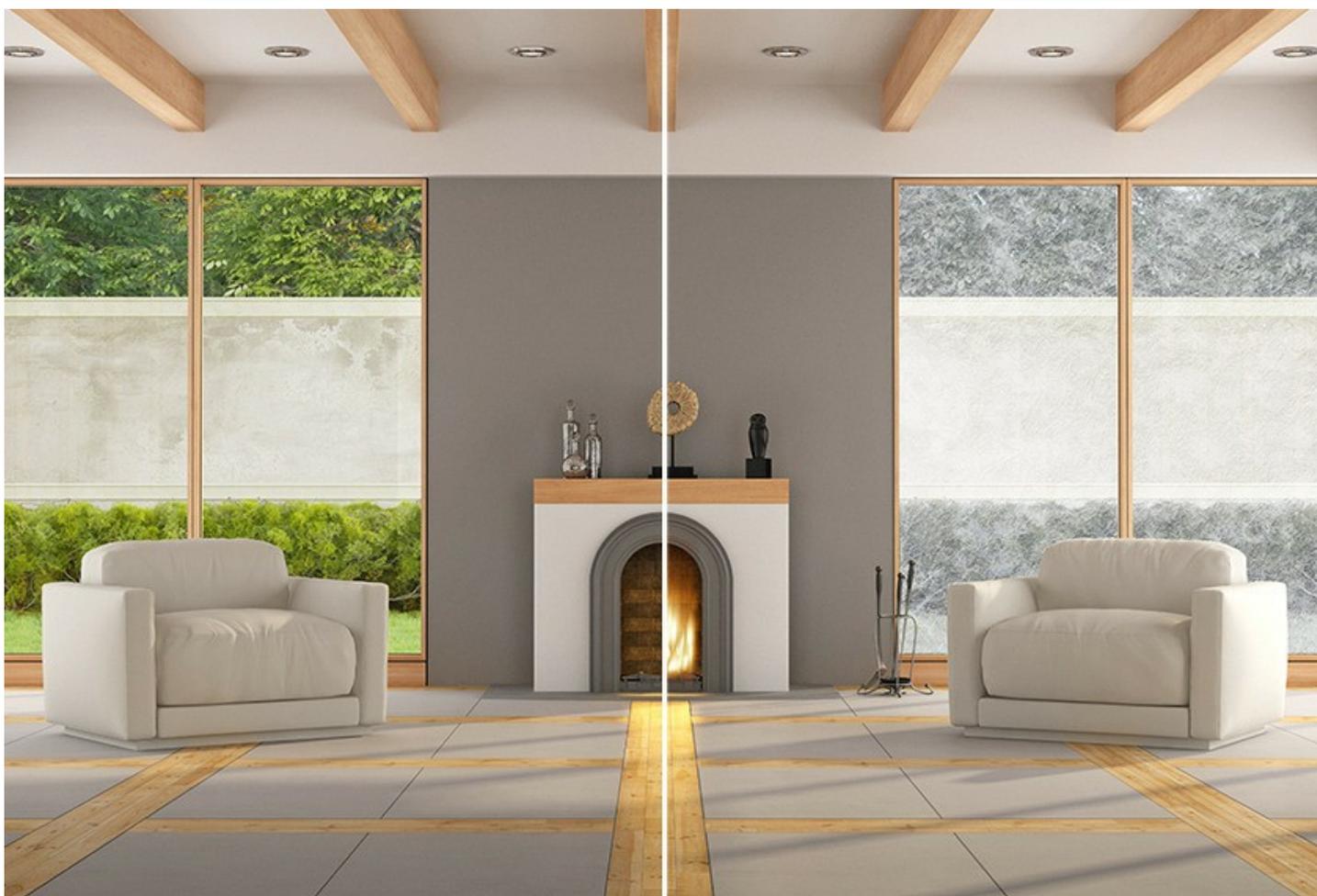
In fact, the same photo can look differently if we change the weather on it. The spirit of the scene changes dramatically - from a ferocious thunderstorm to an optimistic shiny day, from the woods in flame to a melancholic rainy scene.

Nature effects have an impact on our mood and can be used to strengthen the impression made by a picture.

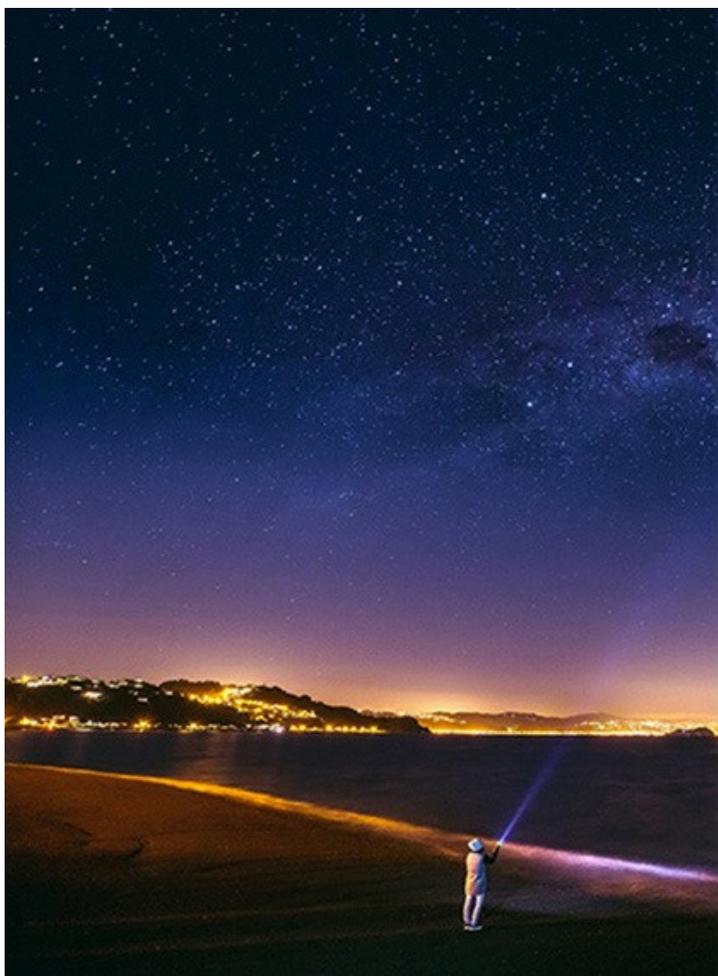


The software offers 12 nature effects: **Rain**, **Sun**, **Water**, **Lightning**, **Clouds**, **Frost**, **Rainbow**, **Aurora**, **Fire**, **Ice**, **Night Sky**, and **Snow**.

The premium effects (**Fire**, **Ice**, **Night Sky**, **Snow**) are only available for Home Deluxe and Business licenses. In the Home version, these effects are applied with the AKVIS watermark.



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 ON WINDOWS

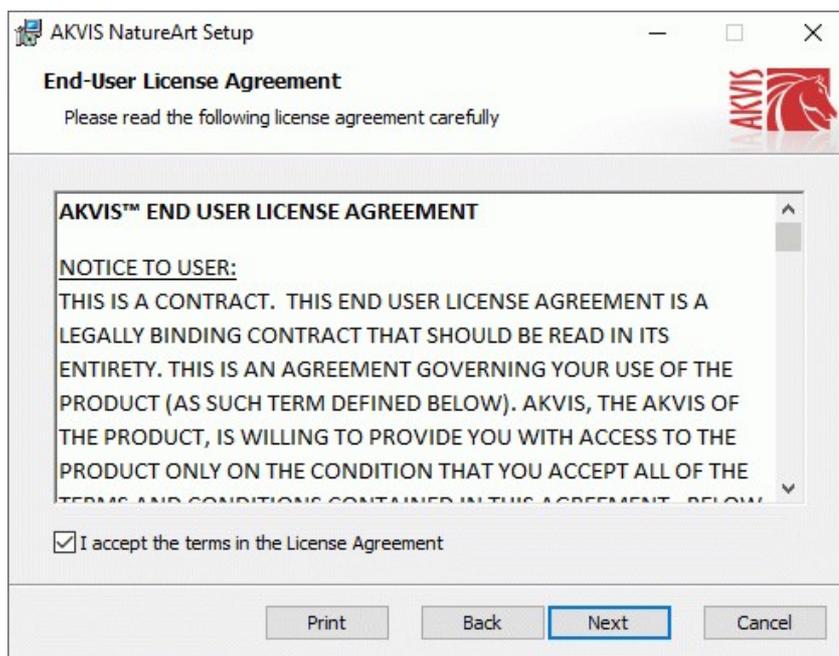
Please find instructions below on how to install the AKVIS programs on Windows.

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

Before installing the AKVIS plugins, please make sure that the image editor where you want to install the plugins, is closed. Or re-run the image editor after the installation of the plugin.

1. Run the setup **exe** file.
2. Select your language and press the **Install** button.
3. To continue the installation process you have to read and accept the **End User License Agreement**.

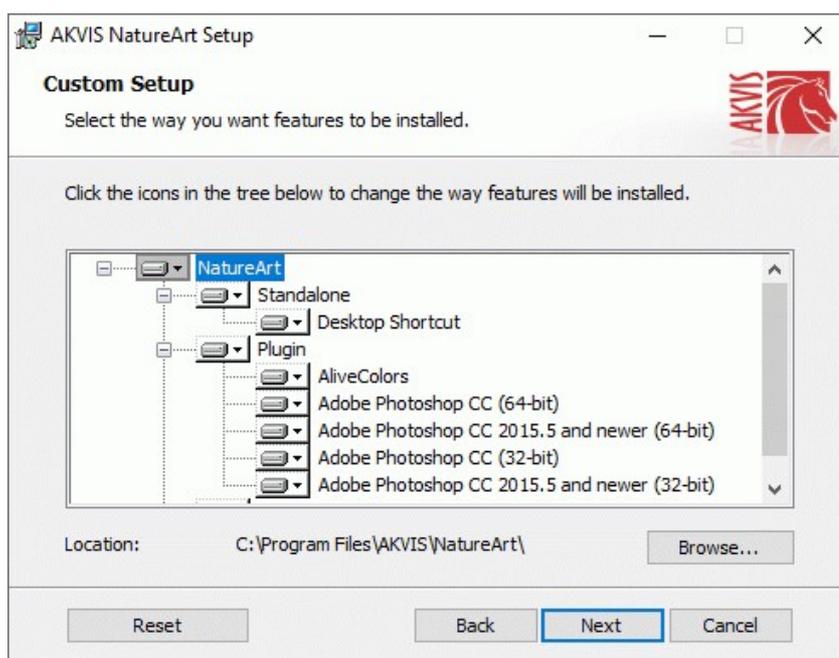
Activate the check box "**I accept the terms in the License Agreement**", and press **Next**.



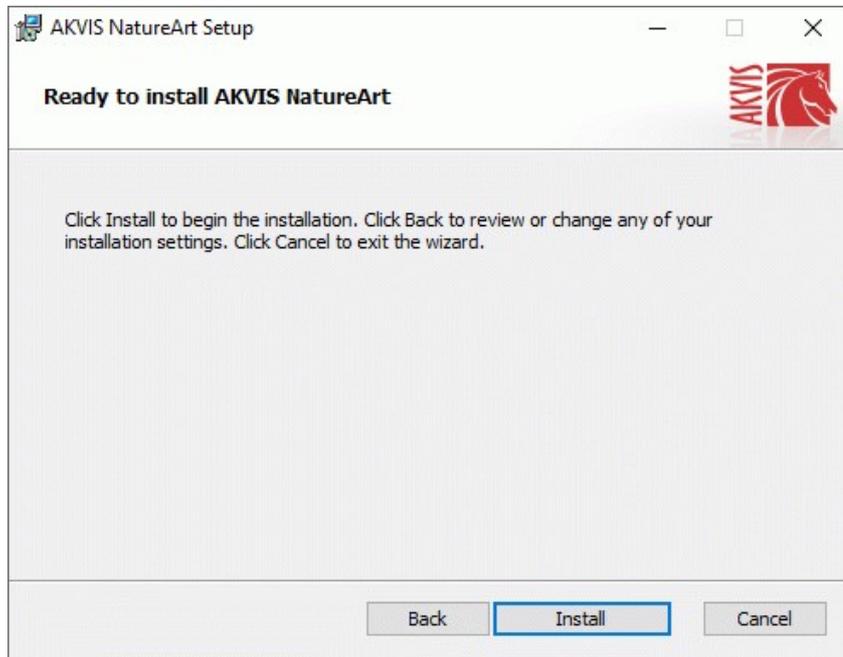
4. To install the **Plugin**, select your photo editor(s) from the list.

To install the **Standalone** version, make sure that the corresponding option is activated.
To create a shortcut for the program on desktop, activate **Desktop Shortcut**.

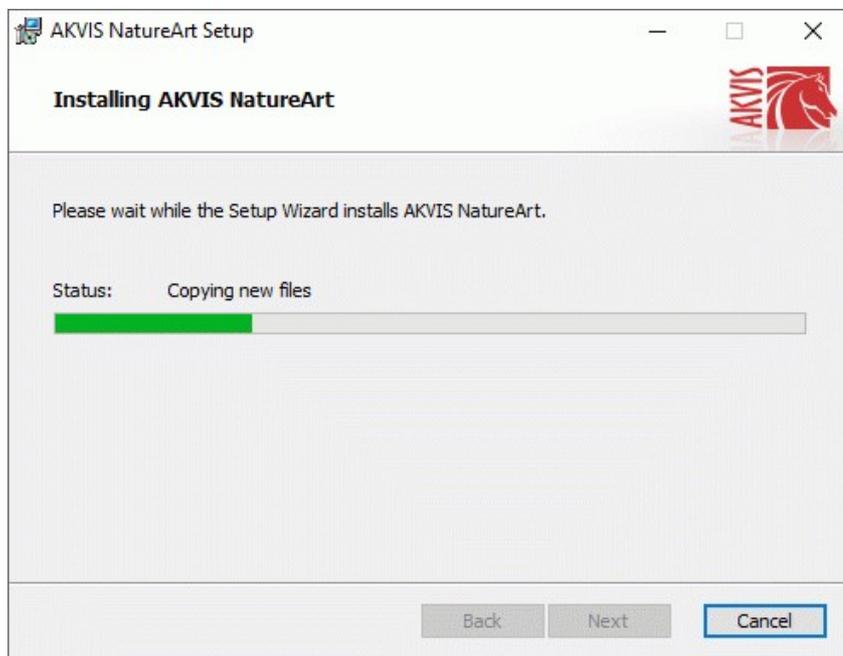
Press **Next**.



5. Press the **Install** button.

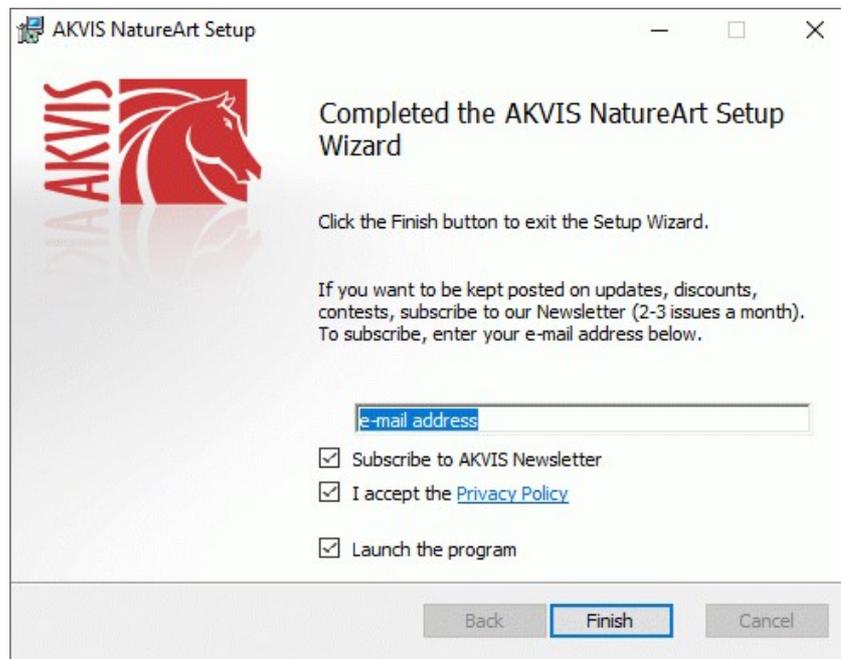


6. The installation is in progress.



7. The installation is completed.

You can subscribe to the **AKVIS Newsletter** to be informed about updates, events, and special offers. Enter your e-mail address and confirm that you accept the Privacy Policy.



8. Press **Finish**.

After installation of the **standalone** version, you will see the program name in the **Start** menu and a shortcut on the desktop, if during installation the corresponding option was enabled.

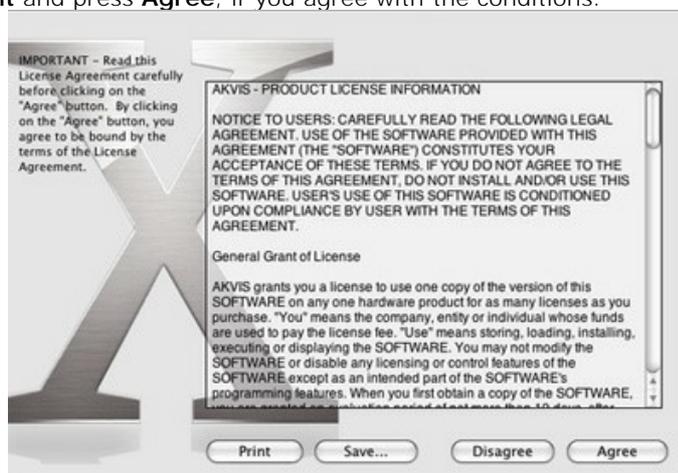
After installation of the **plugin**, you will see a new item in the **Filter/Effects** menu of your photo editor. For example in **Photoshop: Filter -> AKVIS -> NatureArt**, in **AliveColors: Effects -> AKVIS -> NatureArt**.

INSTALLATION ON MAC

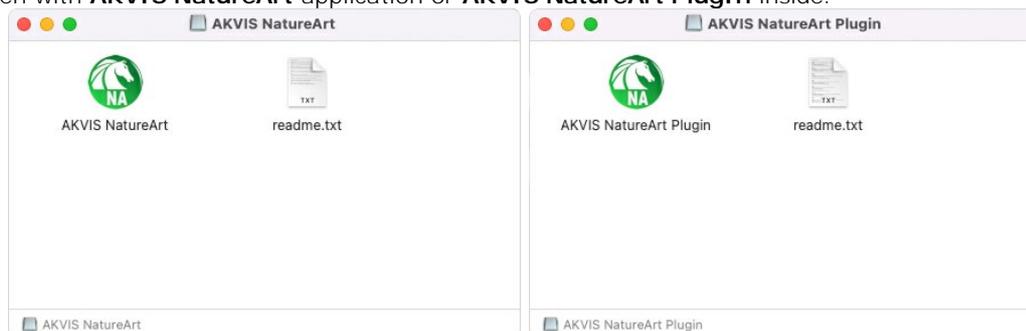
Follow the instructions to install the AKVIS software on a Mac computer.

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

1. Open the **dmg** file:
 - **akvis-natureart-app.dmg** to install the **Standalone** version
 - **akvis-natureart-plugin.dmg** to install the **Plugin** into your image editor.
2. Read the **License Agreement** and press **Agree**, if you agree with the conditions.



3. **Finder** will open with **AKVIS NatureArt** application or **AKVIS NatureArt PlugIn** inside.



4. To install the **Standalone** version, drag the **AKVIS NatureArt** app into the folder **Applications** (or any other place you like).

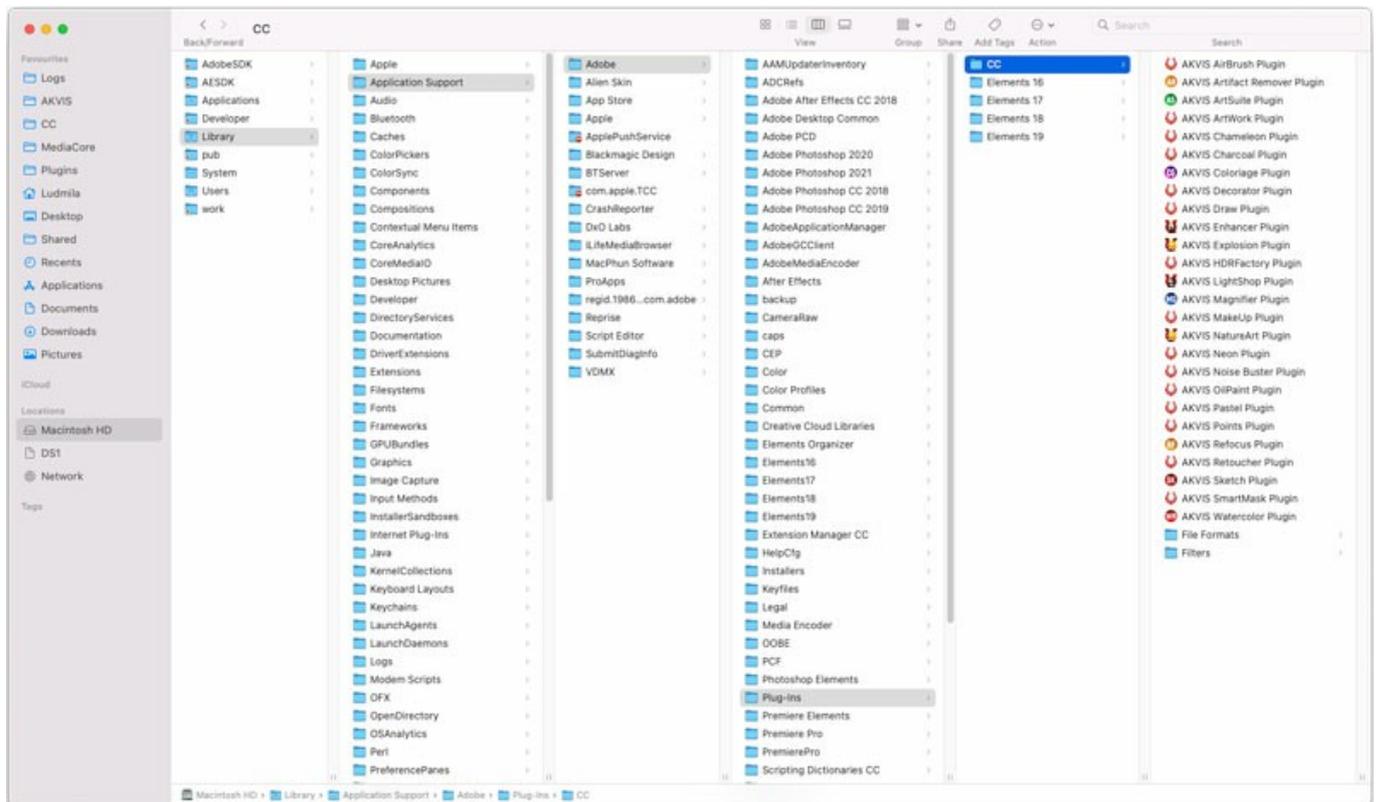
To install the **Plugin**, drag the entire **AKVIS NatureArt PlugIn** folder into the **Plug-Ins** folder of your graphic editor:

AliveColors: You can choose in the **Preferences** the folder of the plugins.

Photoshop CC 2023, CC 2022, CC 2021, CC 2020, CC 2019, CC 2018, CC 2017, CC 2015.5: Library/Application Support/Adobe/Plug-Ins/CC;

Photoshop CC 2015: Applications/Adobe Photoshop CC 2015/Plug-ins;

Photoshop CS6: Applications/Adobe Photoshop CS6/Plug-ins.



AKVIS Plugins on Mac
(click to enlarge)

After installation of the **plugin**, you will see a new item in the filters/effects menu of your photo editor. Select in **Photoshop**: **Filter -> AKVIS -> NatureArt**, in **AliveColors**: **Effects -> AKVIS -> NatureArt**.

Run the **standalone** application by double-clicking on its icon in **Finder**.

You can also run the AKVIS programs from the **Photos** app by choosing the **Image -> Edit With** command (in High Sierra and later versions of macOS).

INSTALLATION ON LINUX

Follow the instructions to install the AKVIS software on a Linux computer.

Note: The AKVIS programs are compatible with **Linux kernel 5.0+ 64-bit**. You can find out the kernel version using the **uname -srm** command.

Installation on **Debian**-based systems:

Note: You need apt-install or apt-get permissions required to install software.

1. Run the terminal.
2. Create a directory to store keys:
sudo mkdir -p /usr/share/keyrings
3. Download the key that signed the repository:
curl -fsSL https://akvis.com/akvis.gpg | sudo tee /usr/share/keyrings/akvis.gpg >/dev/null
or **wget -O - https://akvis.com/akvis.gpg | sudo tee /usr/share/keyrings/akvis.gpg >/dev/null**
4. Add the repository to the list where the system looks for packages to install:
echo 'deb [arch=i386 signed-by=/usr/share/keyrings/akvis.gpg] https://akvis-deb.sfo2.cdn.digitaloceanspaces.com akvis non-free' | sudo tee /etc/apt/sources.list.d/akvis.list
5. Update the list of known packages:
sudo apt-get update
6. Install AKVIS NatureArt
sudo apt-get install akvis-natureart
7. The installation is completed.

Launch the program via the terminal or using the program shortcut.

8. For automatic updates, use the command:
sudo apt-get upgrade

To remove the program:

sudo apt-get remove akvis-natureart --autoremove

Installation on **RPM**-based systems (**CentOS, RHEL, Fedora**):

1. Run the terminal.
2. Register the key that signed the repository:
sudo rpm --import https://akvis.com/akvis.asc
3. Add the repository to the system:
sudo wget -O /etc/yum.repos.d/akvis.repo https://akvis.com/akvis.repo
4. Update the package list:

when using the **dnf** package manager:
sudo dnf update

when using the **yum** package manager:
sudo yum update

5. Install AKVIS NatureArt:

when using the **dnf** package manager:
sudo dnf install akvis-natureart

when using the **yum** package manager:
sudo yum install akvis-natureart

6. The installation is completed.

Launch the program via the terminal or using the program shortcut.

7. For automatic updates:

when using the **dnf** package manager:
sudo dnf upgrade

when using the **yum** package manager:
sudo yum upgrade

8. To remove the program:

when using the **dnf** package manager:
sudo dnf remove akvis-natureart

when using the **yum** package manager:
sudo yum remove akvis-natureart

Installation on **openSUSE**.

1. Run the terminal.
2. Login as a root user.
3. Add the key that signed the repository:
rpm --import http://akvis.com/akvis.asc
4. Add the repository to the system:
zypper ar -r https://akvis.com/akvis.repo akvis
5. Update the package list:
zypper ref
6. Install AKVIS NatureArt:
zypper install akvis-natureart
7. The installation is completed.

Launch the program via the terminal or using the program shortcut.

8. For automatic updates:
zypper update

To remove the program:

zypper remove akvis-natureart

In order to display the program interface correctly, it is recommended to install the Compton or Picom composite manager.

AKVIS SOFTWARE ACTIVATION

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:**

C:\Users\Public\Documents\AKVIS

(This PC > Local Disk (C:) > Users > Public > Documents > AKVIS)

- **Mac:**

/Users/Shared/AKVIS

Open the **Finder**, select the **Go** menu, then select **Go to Folder...** (**⌘**+**Shift**+**G**), type **"/Users/Shared/AKVIS"**, and click **Go**.

- **Linux:**

/var/lib/AKVIS

Your registration is completed!

AKVIS NatureArt Version 11.2.2020.22000-r app (64bit) 



License: Business (Lifetime)
Licensed to: John Smith
Free updates to new versions till: 2030-01-01

 **UPGRADE** **ACTIVATE** **TRY IT**

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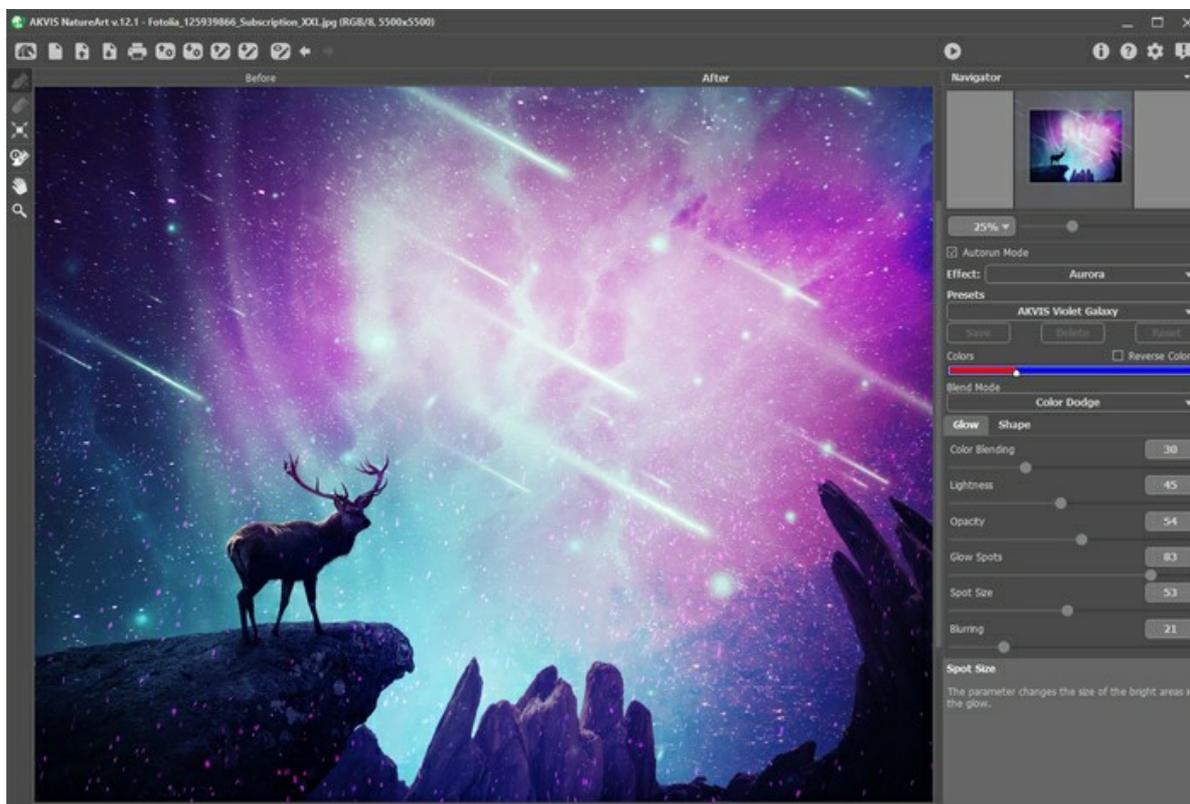
When the program is registered, **BUY NOW** turns to **UPGRADE** that lets you improve your license (for example, change **Home** to **Home Deluxe** or **Business**).

WORKSPACE

AKVIS NatureArt can work independently as a *standalone* program or as a *plugin* to a photo editor.

- *Standalone* is an independent program. You can run it in the usual way.
- *Plugin* is an add-on for graphics editors, for example for Photoshop, AliveColors, and other [compatible programs](#). To call the plugin, select it from filters of your image editing program.

The AKVIS NatureArt workspace looks like this:



AKVIS NatureArt Workspace

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 **Ctrl+N** on Windows, **⌘+N** on Mac.

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 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 version) opens the **Print** dialog to [print the result](#). The hot-keys are **Ctrl+P** on Windows, **⌘+P** on Mac.

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 **.nature** file.

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

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 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  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 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  on the **Toolbar** makes the image fit the **Image Window**.

The button  activates the **Zoom** tool, which changes the image's scale. To zoom in, left-click in the image. To zoom out, left-click with **Alt** in the image. Press **Z** to quickly access the tool.

Double-clicking on the tool's icon  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.



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 **Ctrl** on Windows, **⌘** on Mac – while moving the scroll wheel will move the image left and right. Holding **Alt** on Windows, **Option** on Mac will scale the image. Right-click the scroll bar to activate the quick navigation menu.

Use the slider to scale the image in the **Image Window**. When you move the slider to the right, the image scale increases. When you 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 **+** and **Ctrl++** on Windows, **⌘++** on Mac to increase the image scale

and  and   on Windows,   on Mac to reduce the scale.  

Below the **Navigator** is the **Settings Panel** where you can choose the **Effect**. Each effect contains its list of **Presets** and customizable parameters.

Under the settings, you can see **Hints** for the parameters and buttons when you hover over them with the cursor.

USING THE PROGRAM

AKVIS NatureArt miraculously adds natural phenomena to your photos. It lets you transform images and make new ones creating nature scenes from scratch. The software can work independently as a standalone application and as a plugin with a compatible graphics editor.

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:

To load an image, you can double-click within the empty window, drag the image into the program workspace, or use the button . The program supports **JPEG**, **RAW**, **PNG**, **BMP**, **TIFF**, and **WEBP** file formats.

- If you work with the plugin:

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

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

in **AliveColors**: Effects -> AKVIS -> NatureArt;

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

in **Corel Paint Shop Pro**: Effects -> Plugins -> AKVIS -> NatureArt.



Original Photo

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: The **Aurora**, **Fire**, **Ice**, **Night Sky**, and **Snow** effects are only available for **Home Deluxe and Business** licenses. In the Home version, these effects are applied with the AKVIS watermark.

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 **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

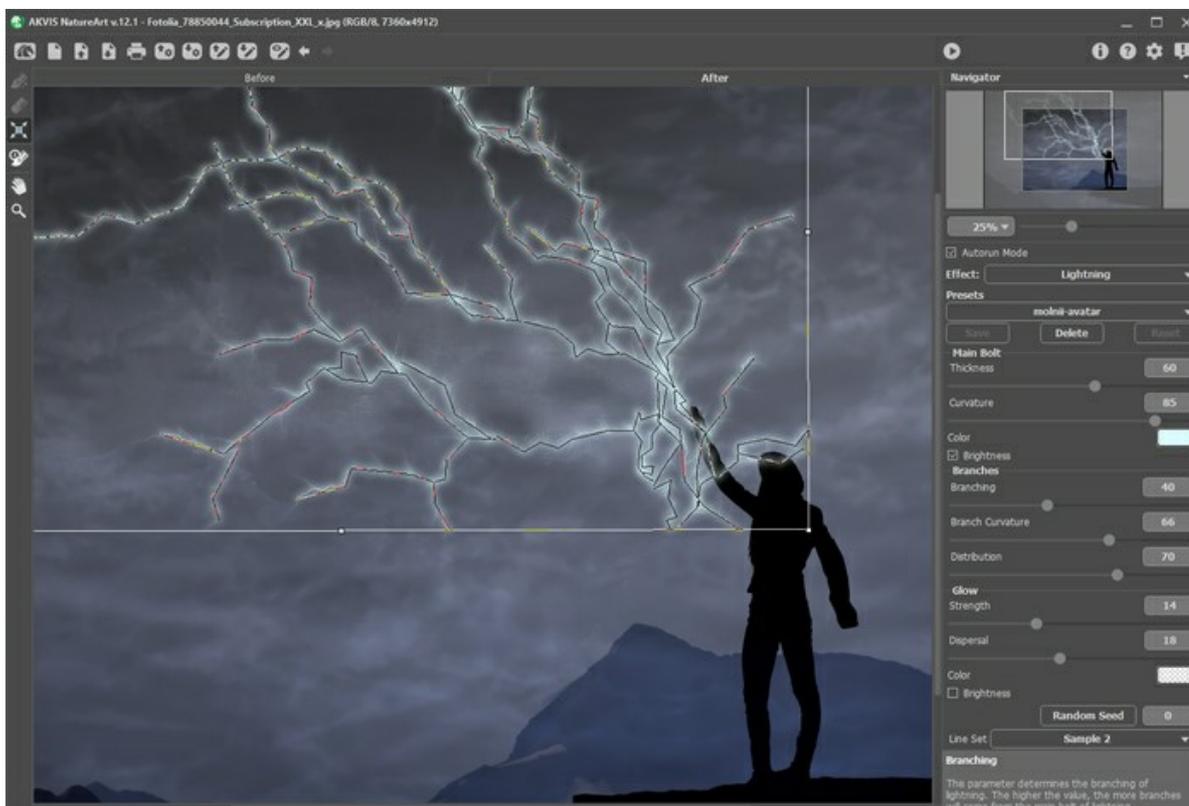
You can save the selection or direction lines to a **.nature** file with  and load with .

Step 4. Start processing with .

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

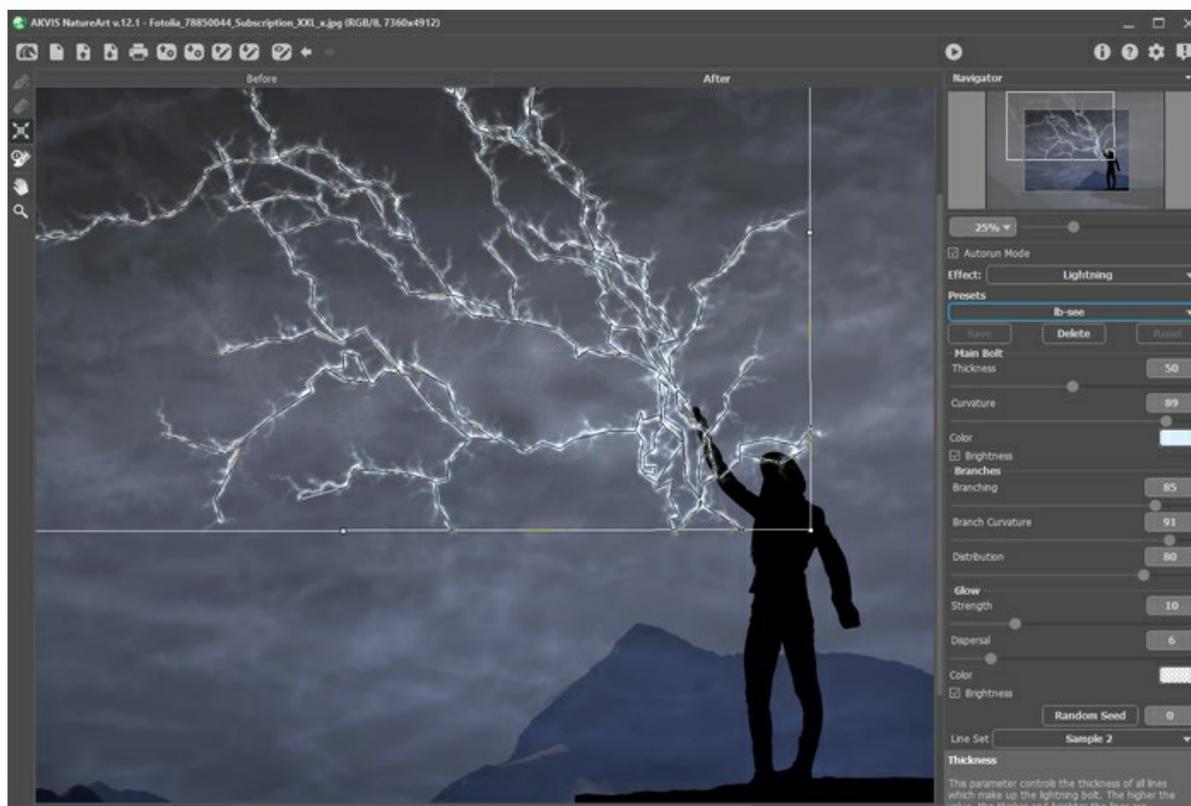
If the option is disabled, you need to press  in order to see the changes applied.

The image will be processed, and the result will be shown in the **After** tab.



Default Settings for Lightning Effect

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 run processing with , 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:

- **Brush 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.



Lightning Effect



Using the History Brush

Step 7. It is possible to save the settings you like as a **preset** and use them in the future.

[Learn more about the NatureArt Presets.](#)

Step 8. In the standalone program, you can [print](#) your image with .

Step 9. Save the processed image.

- If you work with the standalone edition:

Click  to open the **Save As** dialog box. Enter a name for the file, choose the format (**TIFF**, **BMP**, **JPEG** **PNG**, or **WEBP**) 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.

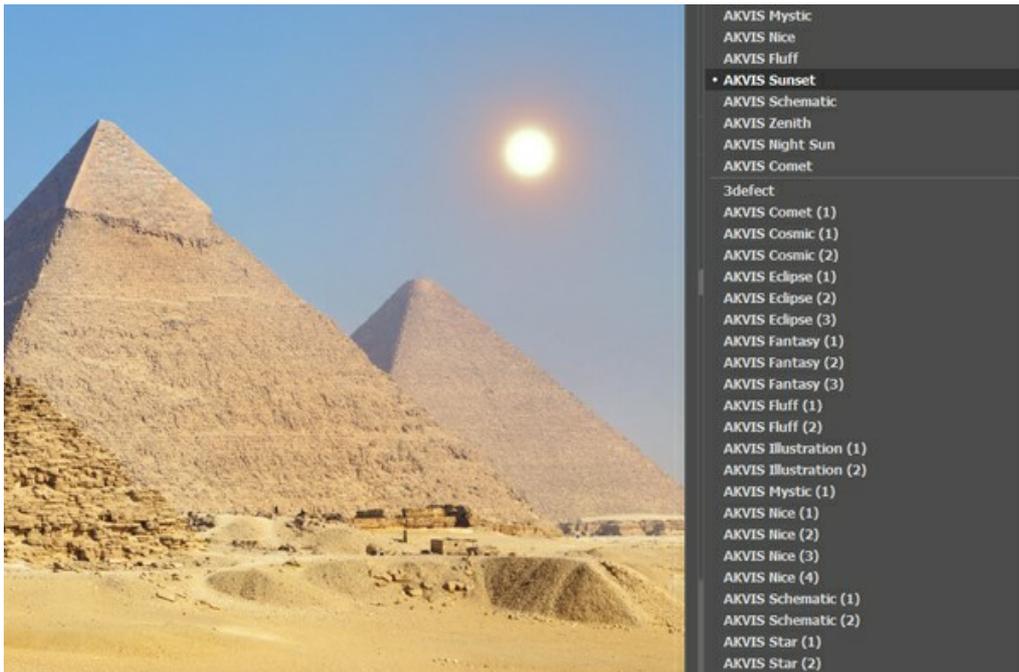
Call the **Save As** dialog box using the command **File -> Save As**, enter a name for the file, choose the format and indicate the target folder.



Result (click to open in large size)

WORKING WITH PRESETS

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 mode. 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.



Source Image

In the standalone version save the result with  and then choose **Yes** when asked the question: **Use the result as a source image?**



Sun and Clouds Effects



Rain, Fire, Lightning Effects

If you want to get different images with various effects applied, select **No**.



Water Effect



Rainbow Effect

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

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 **Shift** key.



You can lock the mouse movement to either horizontal or vertical direction by holding the **Shift** key.

To cancel the selection, use the **Selection Bucket**  in the "eraser mode". Just click with the tool while pressing **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 .

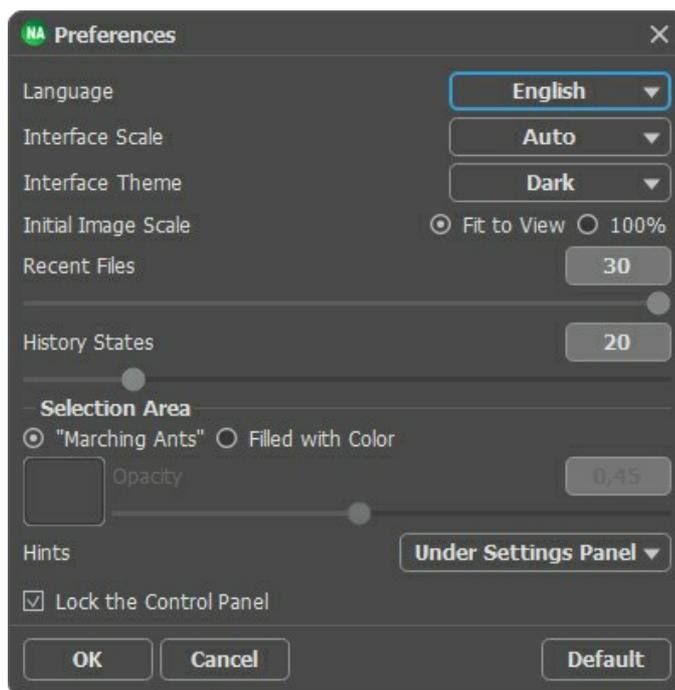
To return the last cancelled operation use the hot-key **Ctrl+Y** on Windows, **⌘+Y** on Mac or click .

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.

PREFERENCES

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



"Marching Ants"



Filled with Color

- **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.**
- **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.



Print Options in AKVIS NatureArt

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.



Print Page

- ◊ **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.



Print Poster

- ◊ **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.
- ◊ **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.
- ◊ **Lines of Cut.** Activate the check-box to display the cut marks 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.



Density = 5



Density = 15

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.



Length = 10



Length = 40

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.



Scale = 1



Scale = 3

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.

Angle = 90
Length = 10Angle = 60
Length = 15Angle = 135
Length = 25

The value of "Dispersion" has been set to 0



Dispersion = 0



Dispersion = 15



Dispersion = 35

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%

NATURE EFFECTS: SUN

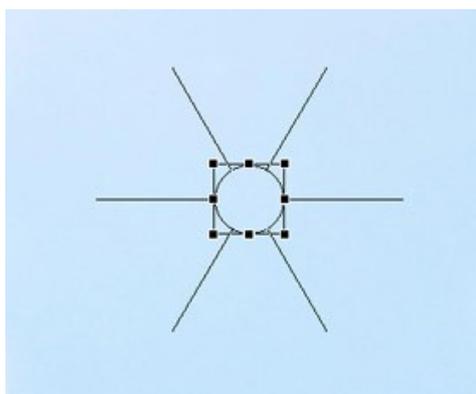
This effect adds the most important celestial body to an image - **The Sun** in all of its manifestations, depending on the time of day, the seasons, and the weather: bright, dim, summer, winter, rising, setting, etc. By changing settings or using one of the presets from AKVIS, it's possible to **transform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



Sun Effect in AKVIS NatureArt

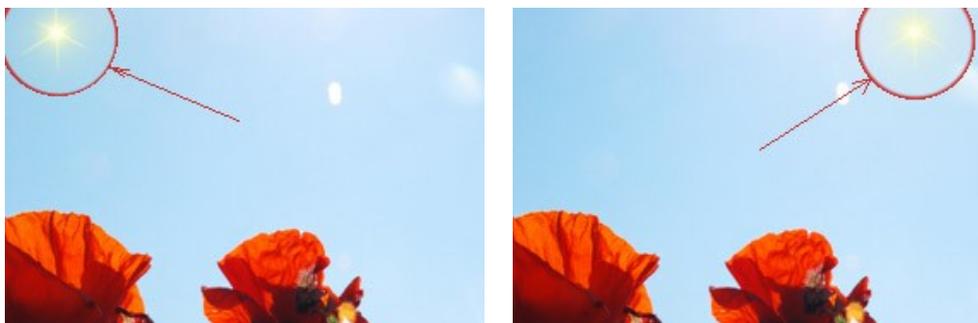
Use the **Transform**  tool in the **Before** tab to determine the location of the sun, its size, and the direction of its rays.

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  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.

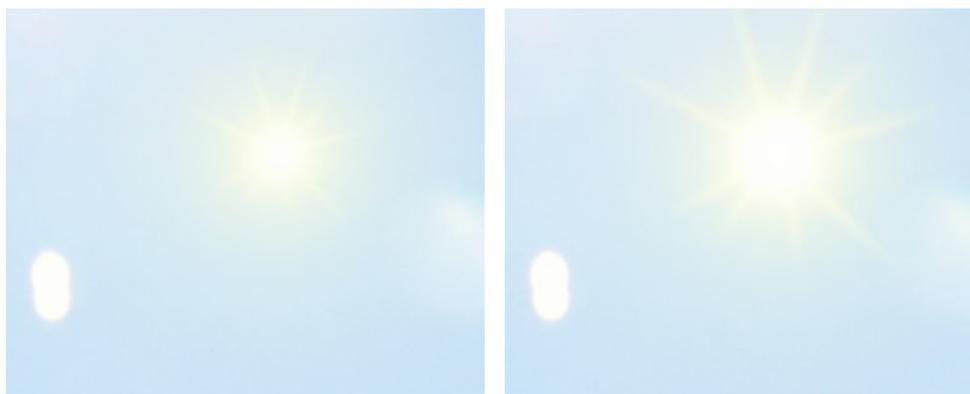
Note: To correctly place the sun and achieve the most realistic result, consider the location of shadows in the image.



Original Position

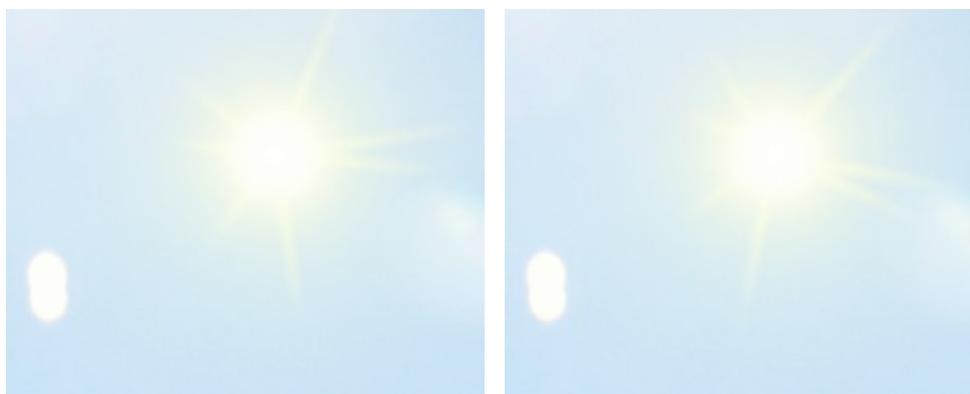
Position After Moving

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.



Changing the Size of the Sun

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.



Changing Position of the Rays

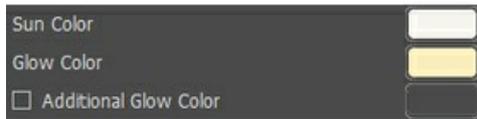
Configure the effect's settings.

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

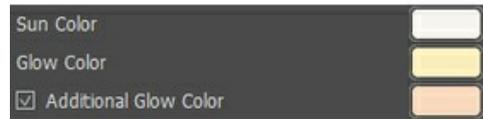
Sun Tab:

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.

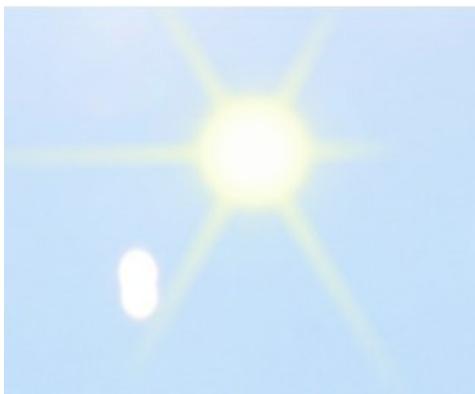


Sun - White, Glow - Yellow
Additional Glow deactivated

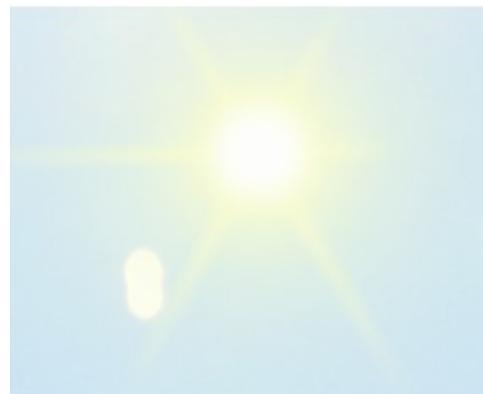


Sun - White, Glow - Yellow
Additional Glow - Orange

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.

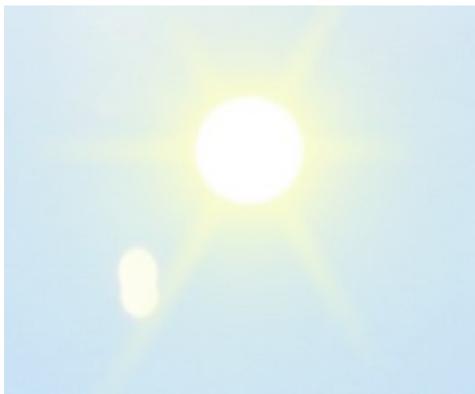


Power = 0.50

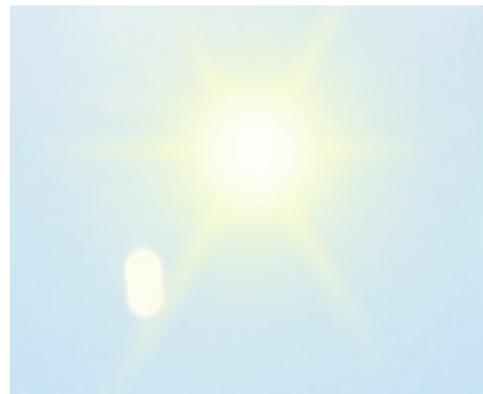


Power = 0.85

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.



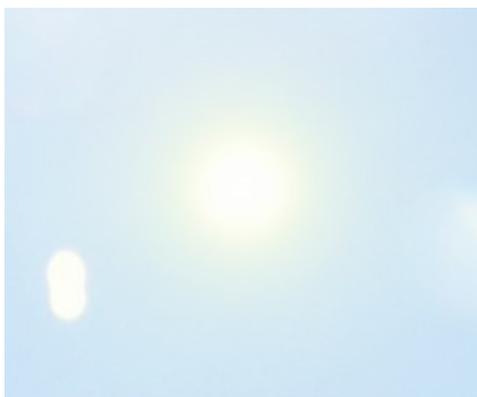
Smoothness = 2



Smoothness = 20

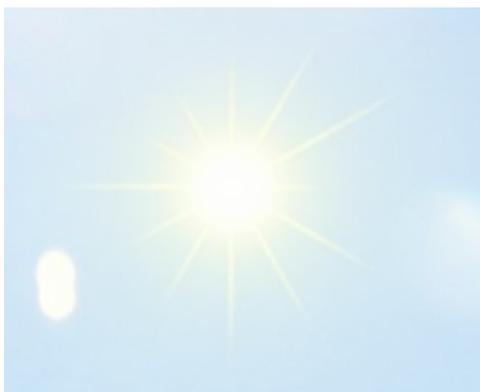
Rays Tab:

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.

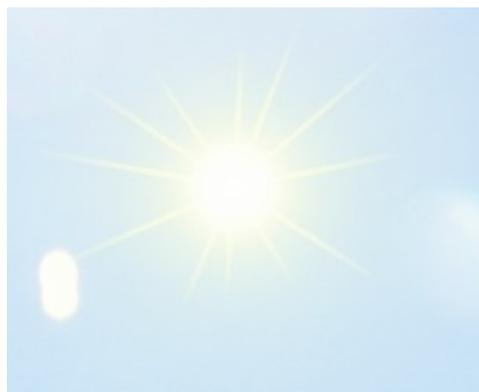


The "Enable Rays" check-box is disabled

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



The "Random Distribution" check-box is enabled

Number (1-100). The parameter determines the number of the rays.

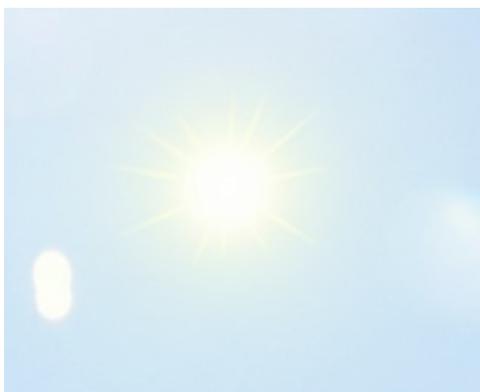


Number = 5

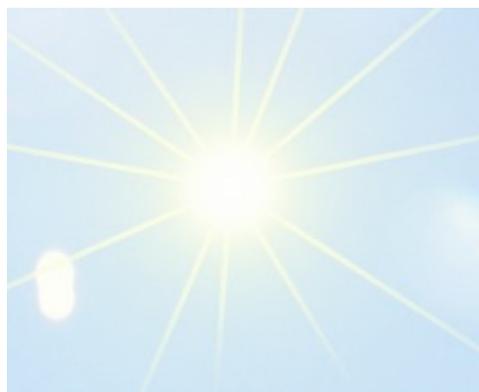


Number = 11

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.

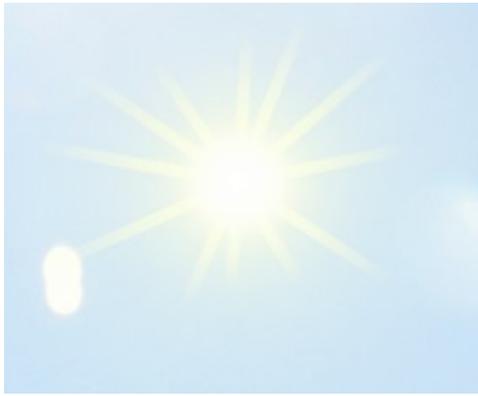


Max Length = 20



Max Length = 100

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



Smoothness = 1



Smoothness = 95

Width (1-100). The parameter changes the width and brightness of the rays.

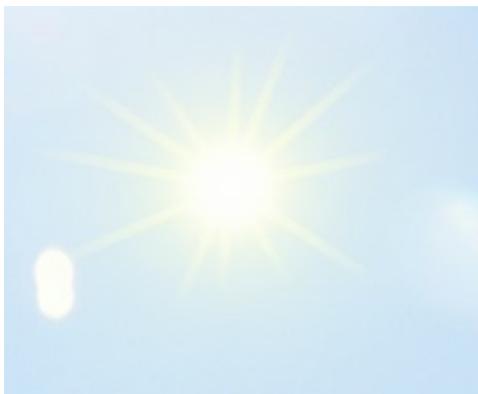


Width = 25

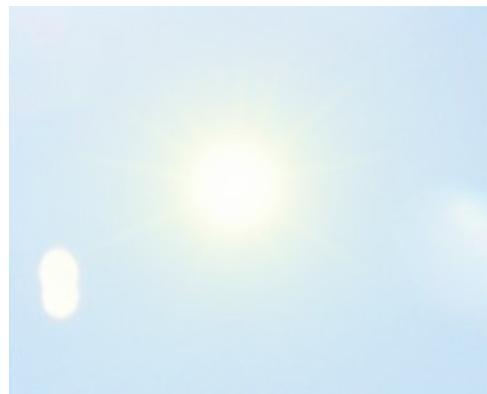


Width = 60

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 = 30%



Transparency = 80%

NATURE EFFECTS: WATER

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



Water Effect in AKVIS NatureArt

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



Set the horizon line

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 in 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 = 60



Direction = 120

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 = 20



Dispersal = 80

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 = 20

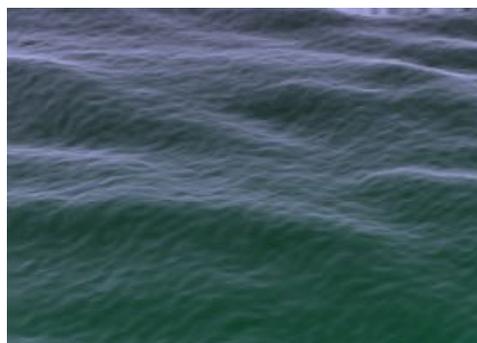


Depth = 60

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.

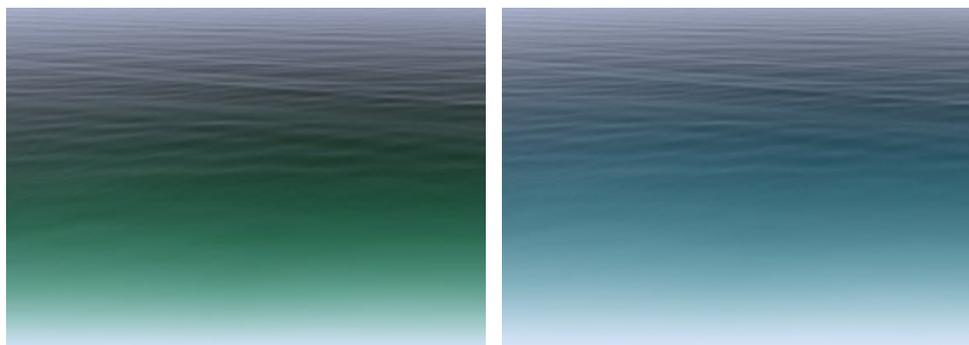


Ripples = 0



Ripples = 30

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.

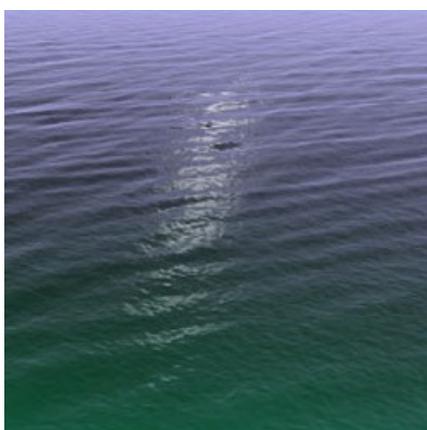


Change color of the water

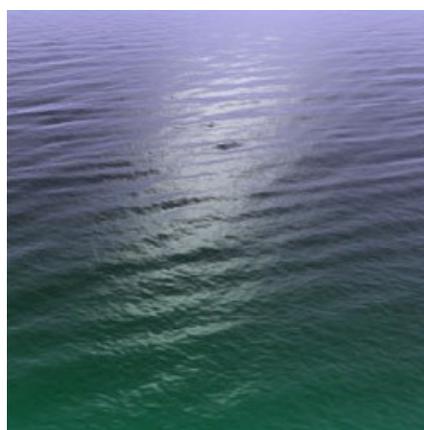
Glare Tab. If the original photo has a light source, then when you add water light should be reflected in it, creating a glare. The parameters under this tab define the characteristics of the solar glare.

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



Brightness = 90

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.

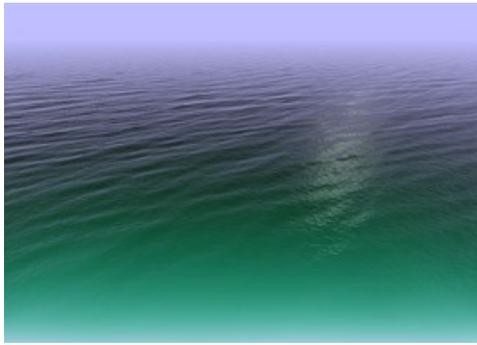


Horizontal Shift = 70

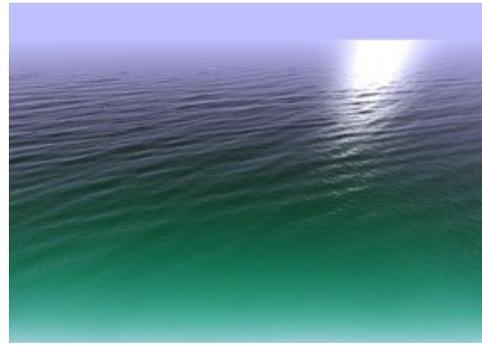


Horizontal Shift = 110

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



Vertical Shift = 85

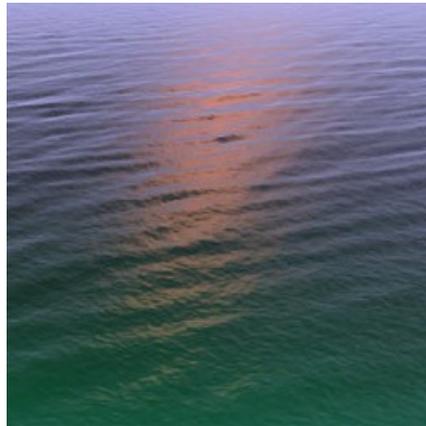
Note: These parameters only have an effect if **Brightness** for a glare is not set to zero.

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.



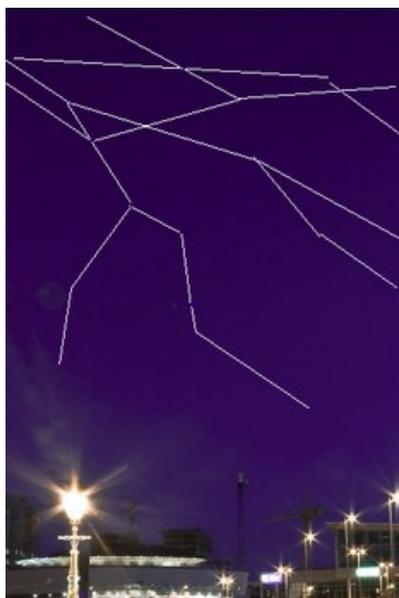
Lightning Effect in AKVIS NatureArt

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**.



Draw the Direction Lines

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.



Thickness = 30



Thickness = 80

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.



Curvature = 15



Curvature = 75

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.



Changing the Color of the Lightning

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.



Brightness Deactivated



Brightness Activated

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



Branching = 80

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



Branch Curvature = 65

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.



Distribution = 20



Distribution = 80

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.



Glow = 10



Glow = 35

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.

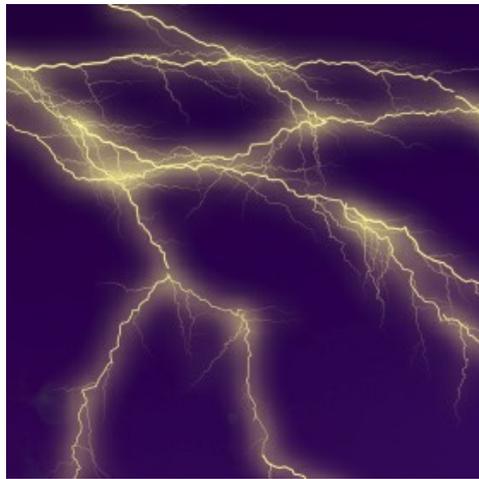


Dispersal = 10



Dispersal = 25

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.



Changing the Color of the Glow

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.

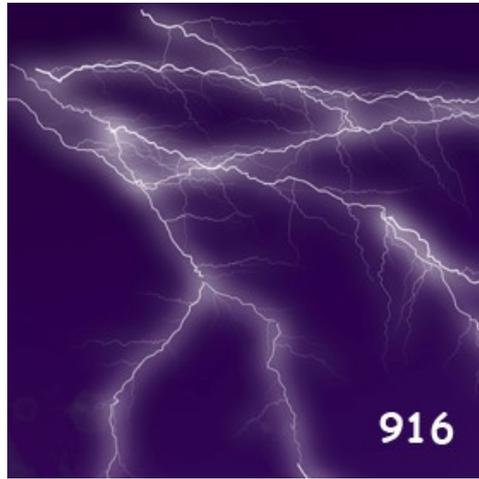


Brightness Deactivated



Brightness Activated

Random Seed. This is the starting number for the random number generator that defines the form of the lightning.



Generating Versions of Lightning

NATURE EFFECTS: CLOUDS

This effect adds clouds to an image.



Clouds 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 **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.



Size = 20



Size = 60

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.



Cloudiness = 2



Cloudiness = 7

Density (1-100). This parameter adjusts the density of the clouds. The higher the value, the denser and brighter the clouds will look.



Density = 10



Density = 70

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%

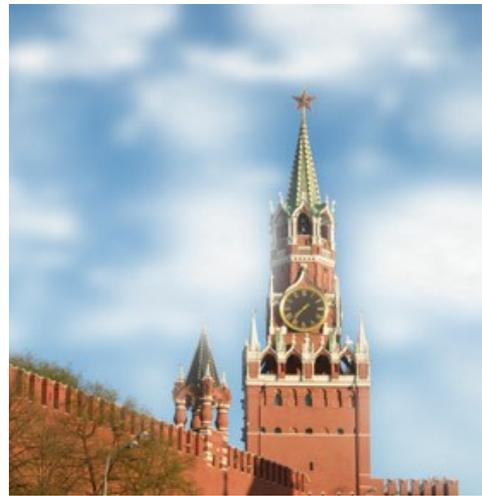


Transparency = 70%

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.



Boundary = 2



Boundary = 20

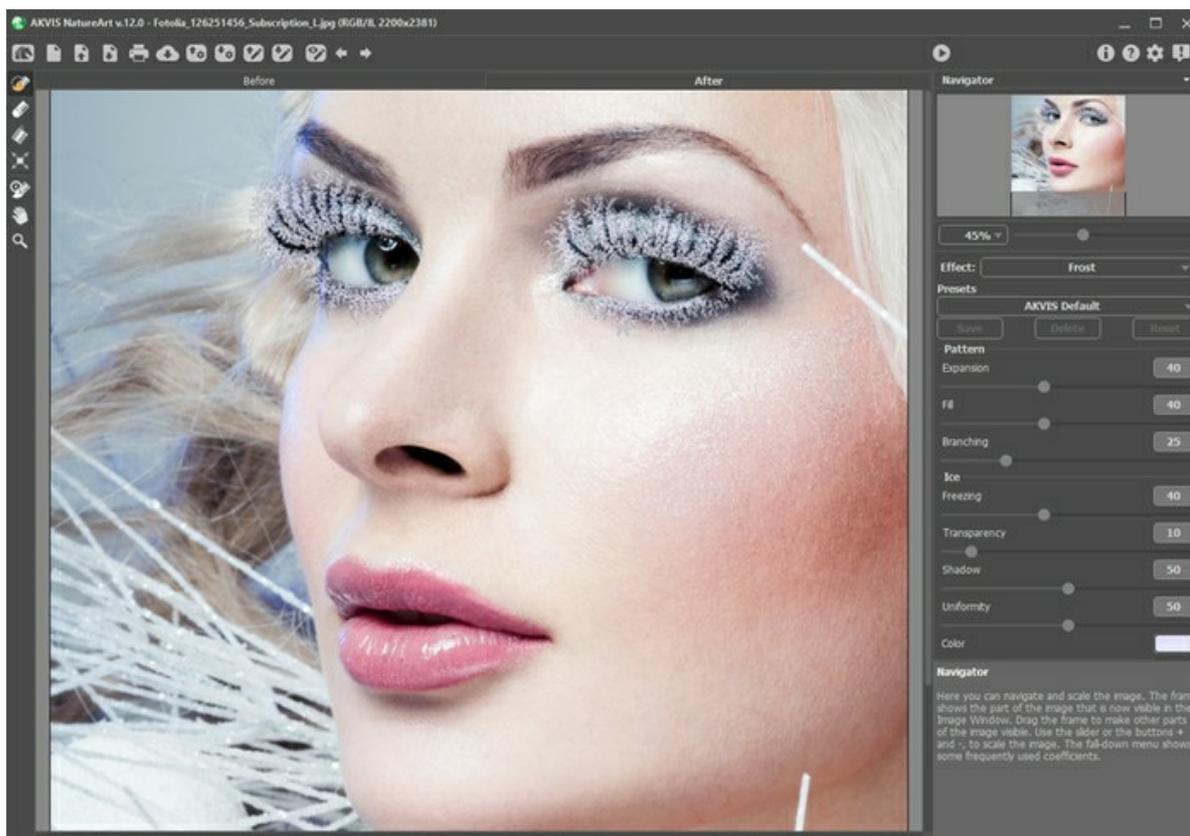
Color. Use this parameter to change the color of the clouds. To change the color, click on the color plate and choose a different color from the **Select Color** dialog.



Changing the Color of the Clouds

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 , 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'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.



Expansion = 20



Expansion = 70

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 = 15



Fill = 90

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 = 5



Branching = 88

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.



Freezing = 0



Freezing = 100

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.



Transparency = 0



Transparency = 75

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.



Shadow = 0



Shadow = 100

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



Uniformity = 90

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



White



Lavender

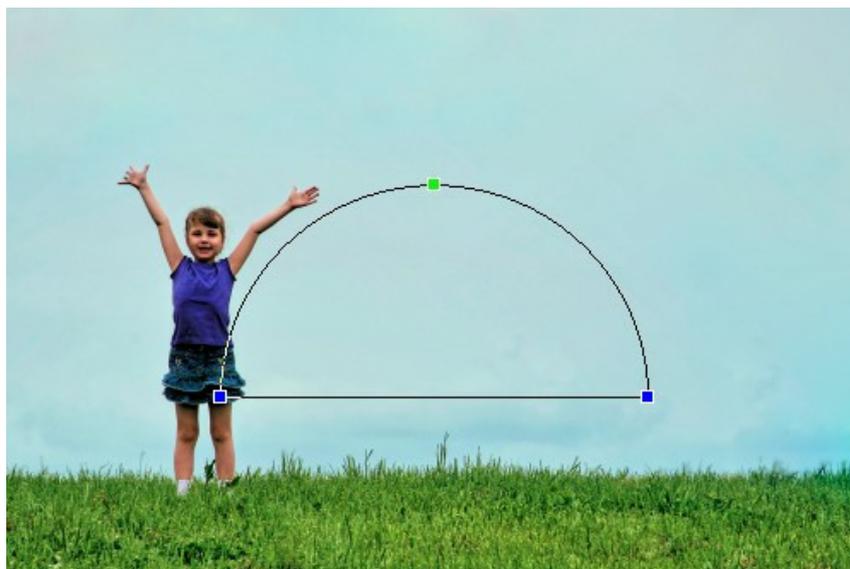
NATURE EFFECTS: RAINBOW

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.



Changing the Shape of the Rainbow

You can use the **Exclusion Tool**  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:

- **Brush 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.



Rainbow In Front Of Girl



Excluded Area



Rainbow Behind Girl

Hint: This effect can also be achieved with the **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.



Width = 20



Width = 100

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.



Transparency = 30



Transparency = 90

Reverse Colors check-box. When the check-box is enabled, the order of colors of the rainbow is reversed.

Normal Order of Colors
(the check-box is disabled)Reversed Order of Colors
(the check-box is enabled)

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.



Rainbow



Fogbow

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 Size = 5



Noise Size = 35

Noise Intensity (0-50). The parameter adjusts the depth and intensity of the noise. At the value = 0, no noise is applied.



Noise Intensity = 0



Noise Intensity = 40

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.



Coloration = 0

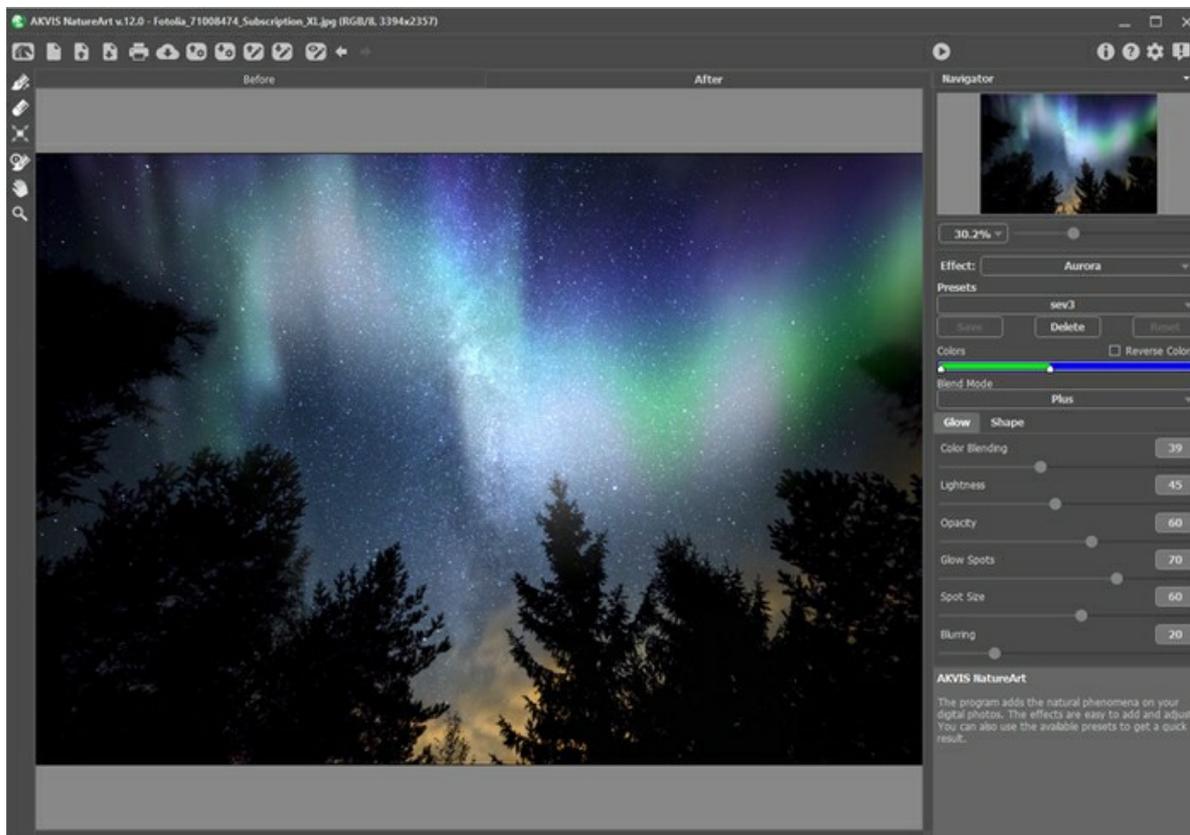


Coloration = 15

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.

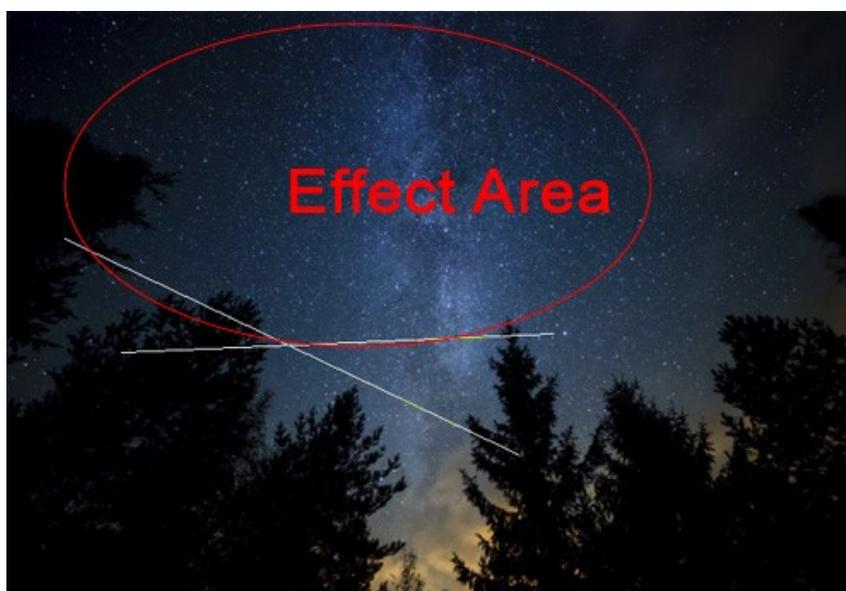


Aurora Effect in AKVIS NatureArt

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.



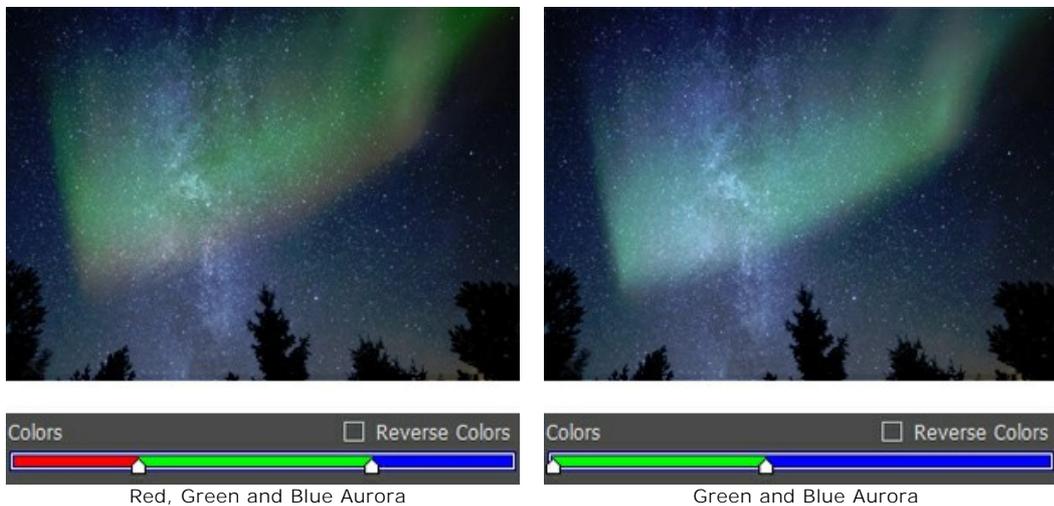
Base Lines and Effect Area



Various Forms of the Aurora (with Deformation = 45)

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.



Normal Order of Colors



Reversed 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



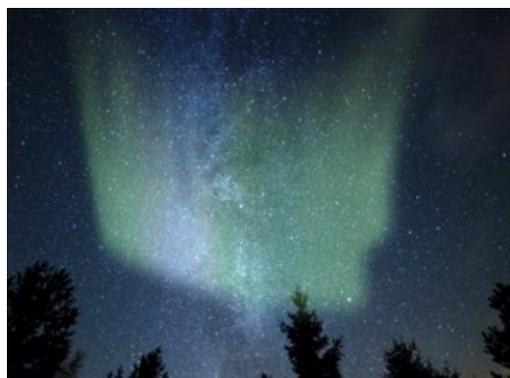
Plus Mode

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

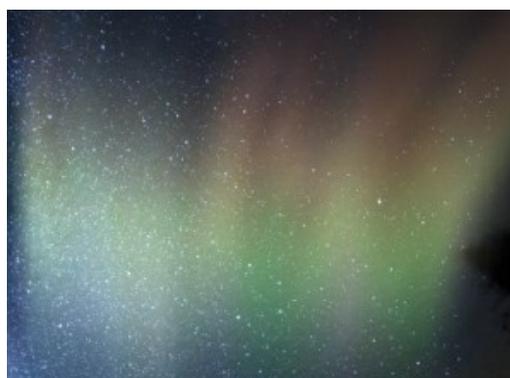


Color Blending = 90

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



Lightness = 0



Lightness = 90

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.

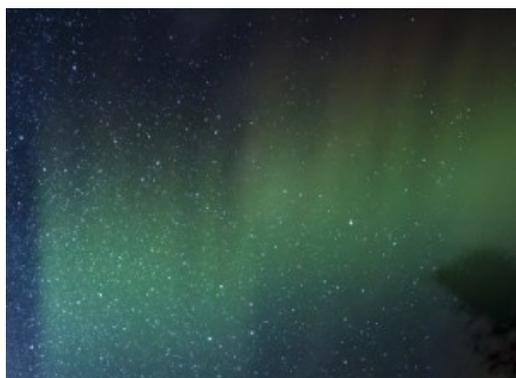


Opacity = 40

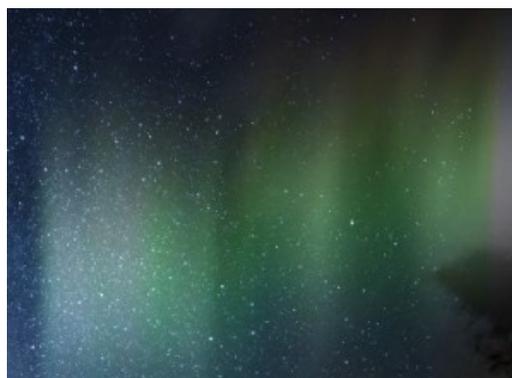


Opacity = 75

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



Glow Spots = 90

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



Spot Size = 25



Spot Size = 60

Blurring (0-100). The parameter lets stretching the glow spots in the horizontal direction making a uniform glowing strip.



Blurring = 6



Blurring = 60

Shape Tab:

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



Height = 25



Height = 75

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 = 10



Uniformity = 75

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



Smooth Transition = 80

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

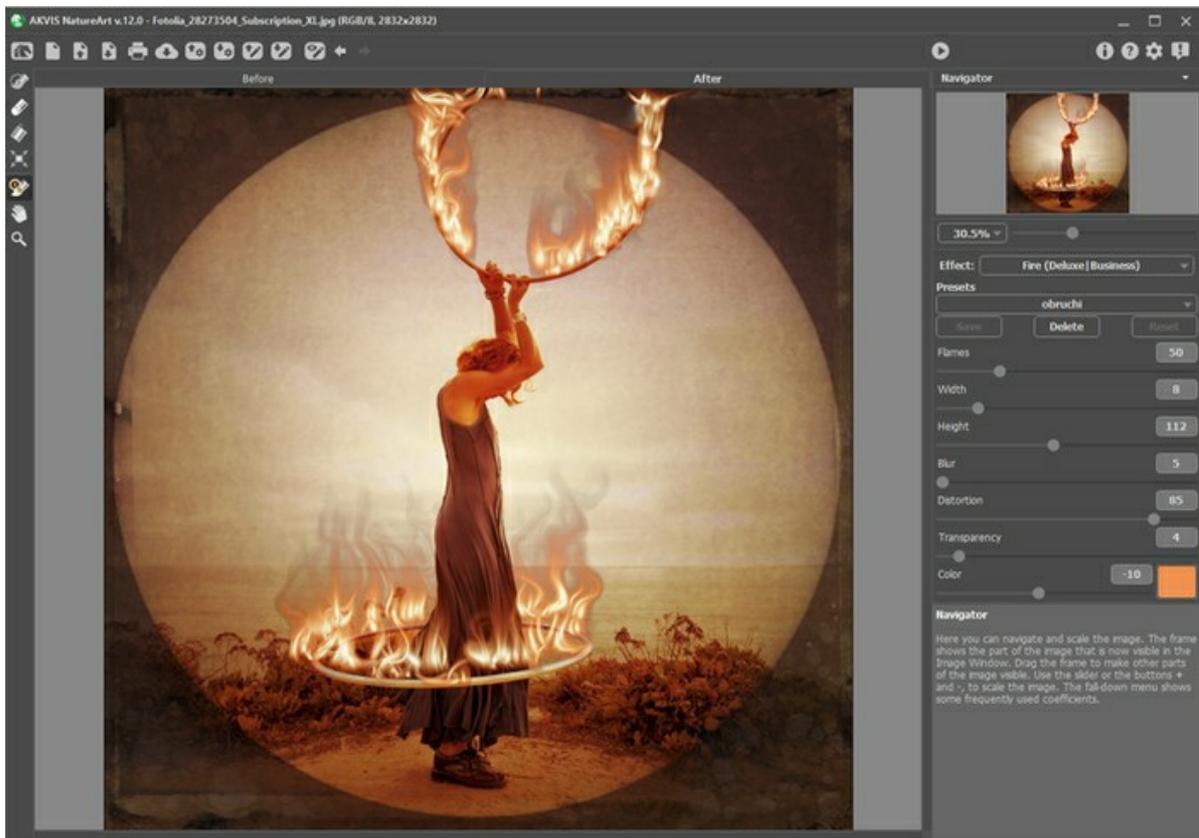


Deformation = 65

NATURE EFFECTS: FIRE

The **Fire** effect adds flames to an image. You can create a realistic fire over an object or make a flaming text.

Note: The **Fire** effect is available for the **Home Deluxe** and **Business** licenses. In **Home** version, it can be applied with a watermark. [Compare the licenses.](#)



Fire Effect in AKVIS NatureArt

The effect is applied in a selected area and extends beyond it. 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**.

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.



Selection



Effect area

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.



Flames = 10



Flames = 130

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.



Width = 5



Width = 50

Height (1-250). This affects the height of the tongues of flame.



Height = 40



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 = 5



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 = 30



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.



Transparency = 10



Transparency = 40

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



Color = -160 (cobalt blue flame)



Color = 0 (natural color of flame)

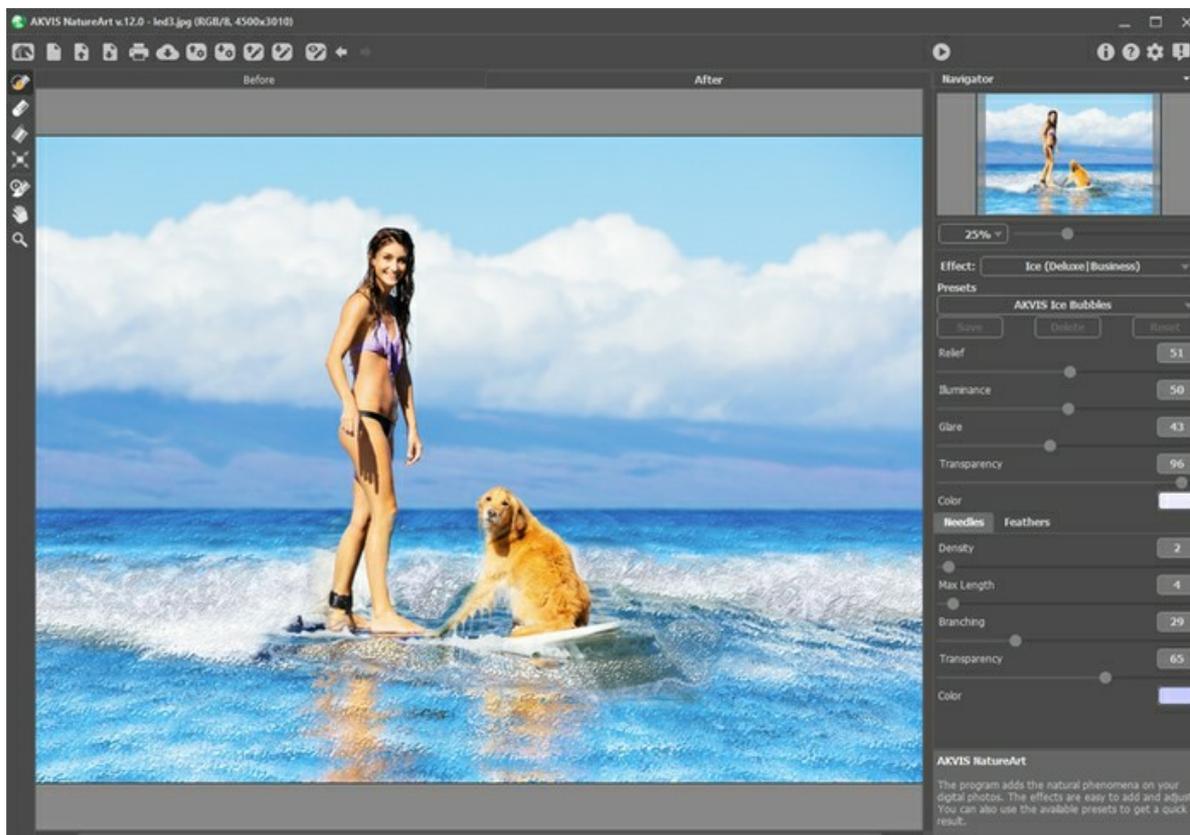


Color = 85 (chrome green flame)

NATURE EFFECTS: ICE

You can use the **Ice** 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.

Note: The **Ice** effect is available for the **Home Deluxe** and **Business** licenses. In **Home** version, it can be applied with a watermark. [Compare the licenses.](#)



Ice 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 . 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).

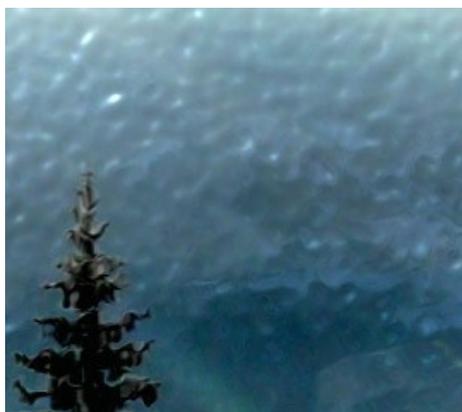
If the area was not circled by , the entire image will be selected by clicking with .

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.



Relief = 20



Relief = 70

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.



Illuminance = 20

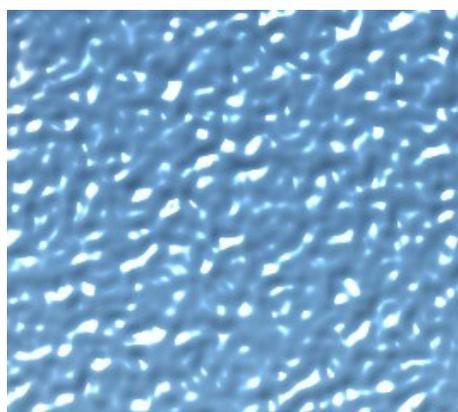


Illuminance = 70

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.



Glare = 0



Glare = 80

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.



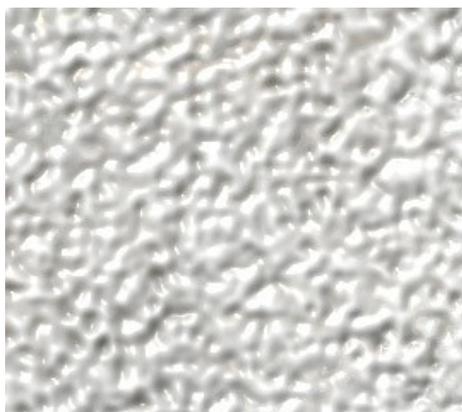
Transparency = 30



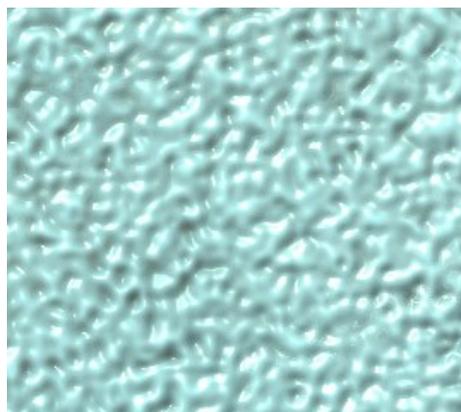
Transparency = 80

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

dialog.



White Ice



Blue Ice

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.



Density = 20



Density = 70

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.



Max Length = 10



Max Length = 50

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.



Branching = 15

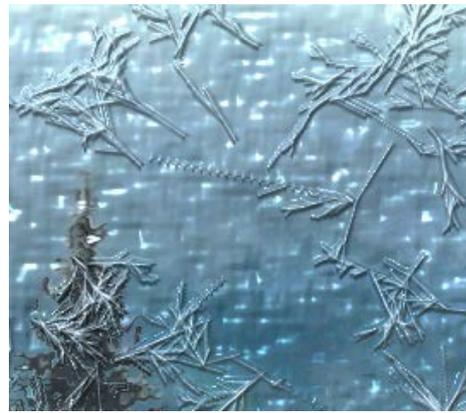


Branching = 45

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.

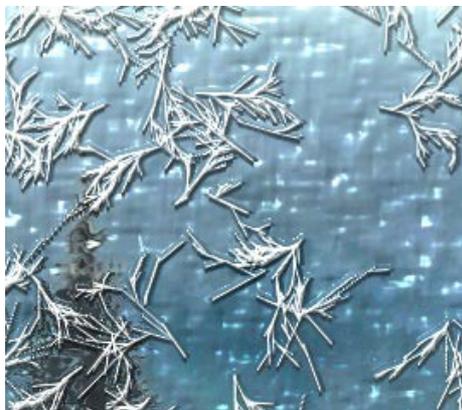


Transparency = 10

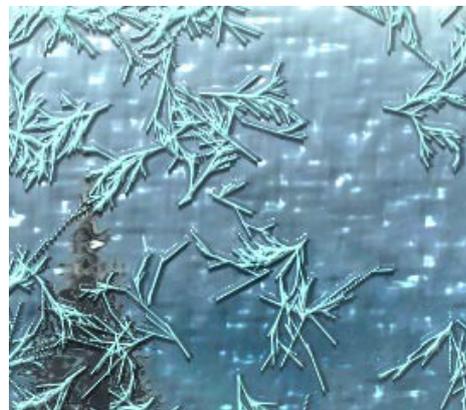


Transparency = 70

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



White Needles



Blue Needles

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.



Density = 20



Density = 90

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.



Size = 10



Size = 30

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.



Thickness = 25



Thickness = 75

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.



Curvature = 0



Curvature = 50

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.



Transparency = 0

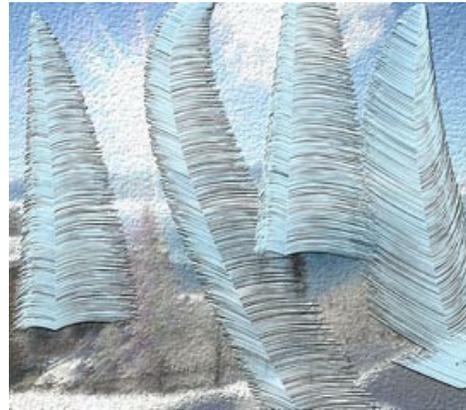


Transparency = 90

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

NIGHT SKY

Mysterious and unexplorable, the night sky has fascinated humanity since time immemorial.

Using the **Night Sky** effect in NatureArt, you can imitate the beauty of the night sky on any image: add scattering stars, iridescent nebulae, or impressive meteor showers.

Note: The **Night Sky** effect is available for the **Home Deluxe** and **Business** licenses. In **Home** version, it can be applied with a watermark. [Compare the licenses.](#)



Night Sky Effect

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.



Base Color = White



Base Color = Red

Fading (0-100). When increasing the parameter, the brightness of stars, meteors, trails, and nebulae gradually decreases at the bottom of the selection.



Fading = 25



Fading = 75

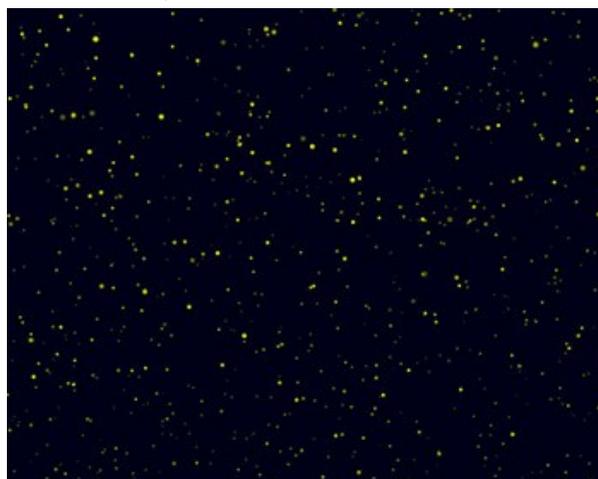
Select objects that will be displayed in the night sky by enabling the check-boxes: **Stars**, **Meteors**, **Trails**, and **Nebulae**. Adjust their parameters in the appropriate tabs.

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.



White Stars

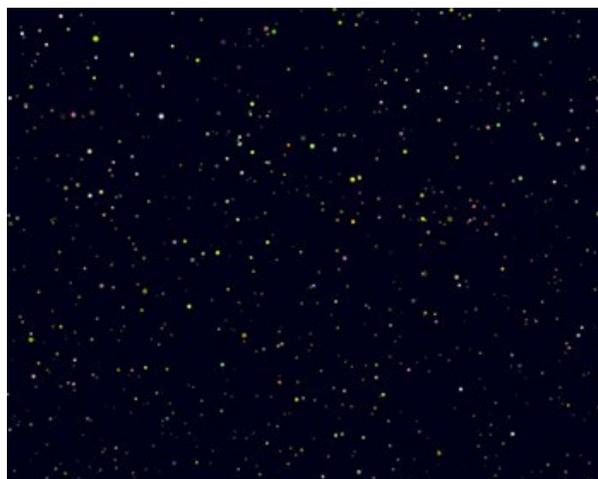


Yellow Stars

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.



Random Color = 10



Random Color = 60

Size (10-100). When increasing the parameter, the stars become larger. The size of stars will vary, but will not exceed the specified value.



Size = 25



Size = 75

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



Density = 10



Density = 50

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.



Check-Box is Disabled



Check-Box is Enabled

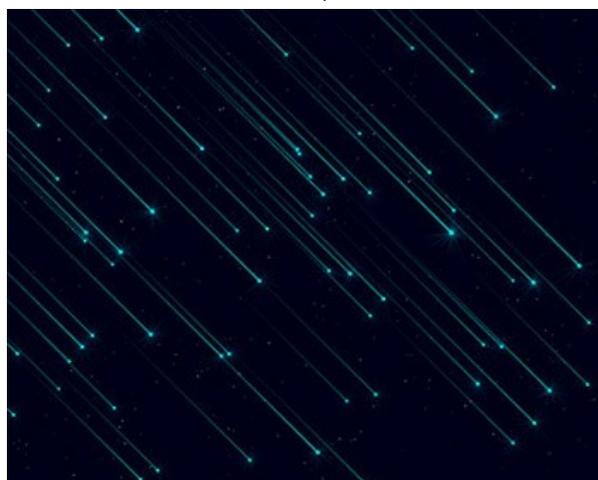
Random Seed. This is the starting number for the random number generator that defines the distribution of stars.

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.



White Meteors

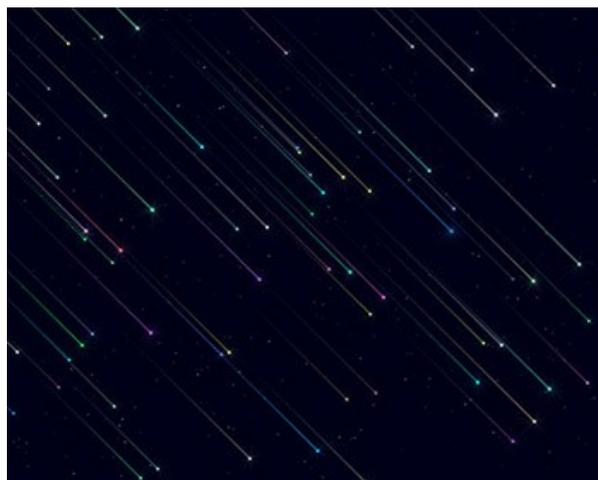


Blue Meteors

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.



Random Color = 10

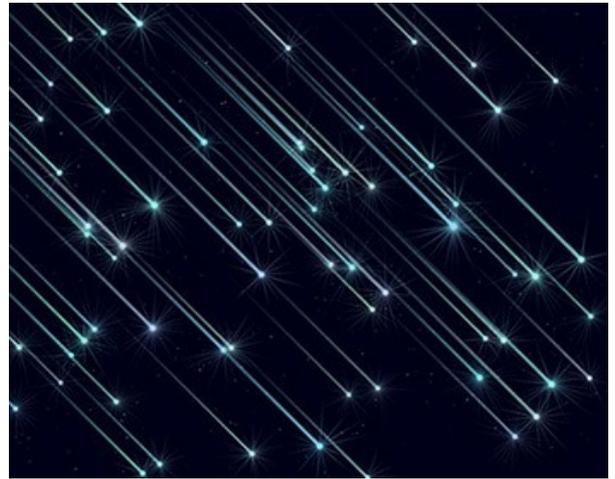


Random Color = 60

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.



Size = 15



Size = 30

Elongation (-50..100). Increasing the parameter increases the length of meteor trails.



Elongation = -20



Elongation = 70

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



Density = 25



Density = 75

Angle (-180..180). The parameter sets the angle of incidence of meteors.



Angle = -60



Angle = 110

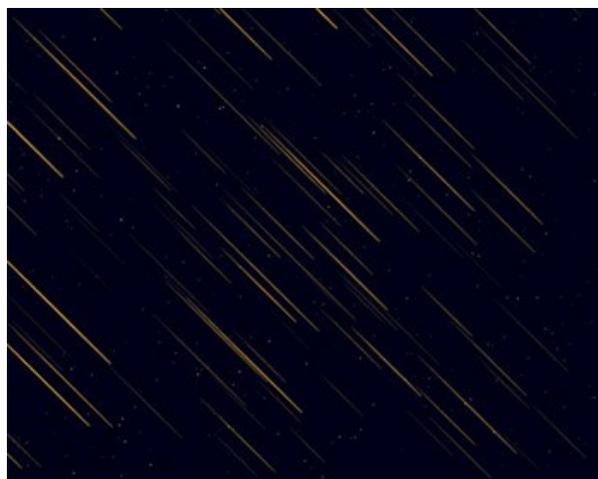
Random Seed. This is the starting number for the random number generator that defines the distribution of meteors.

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.

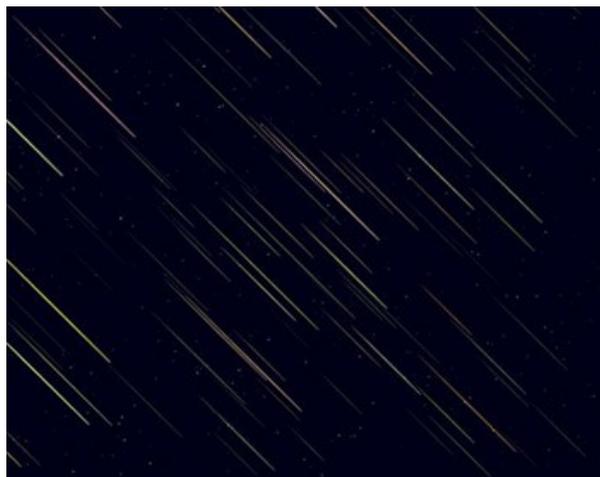


White Trails

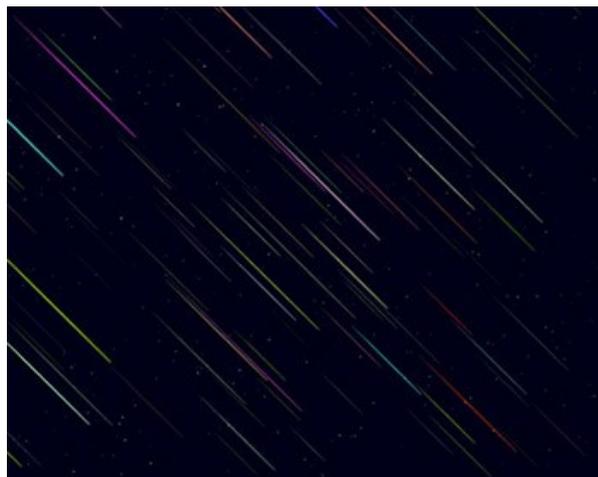


Orange Trails

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.



Random Color = 20

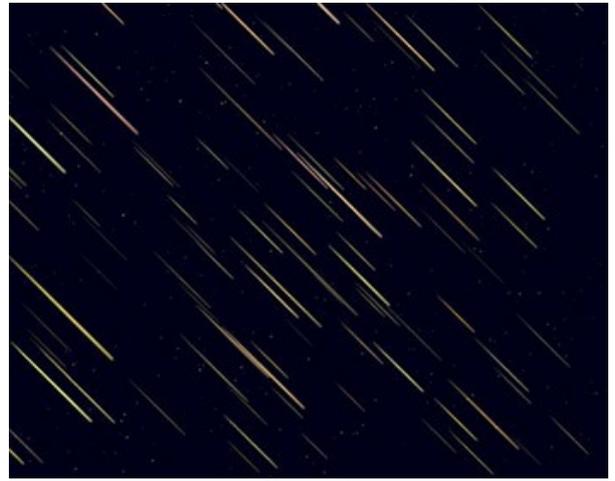


Random Color = 70

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.

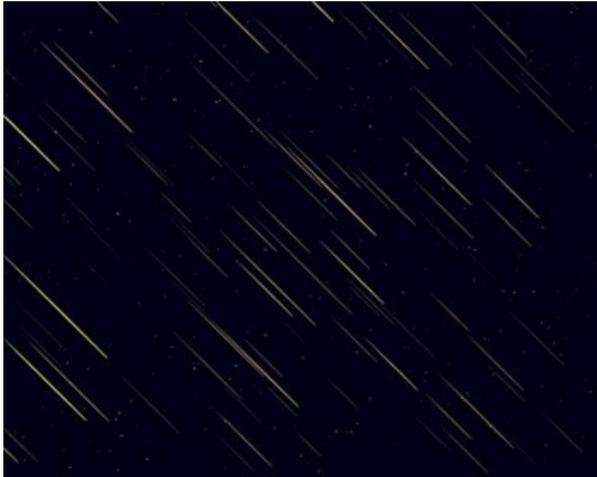


Size = 10

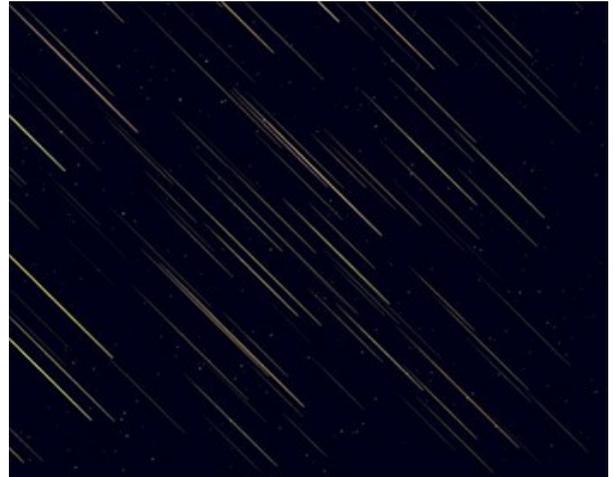


Size = 100

Elongation (-50..100). Increasing the parameter increases the length of the star trails.

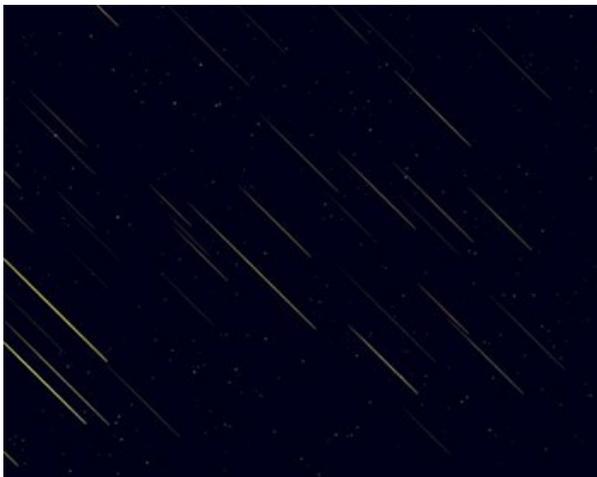


Elongation = -25

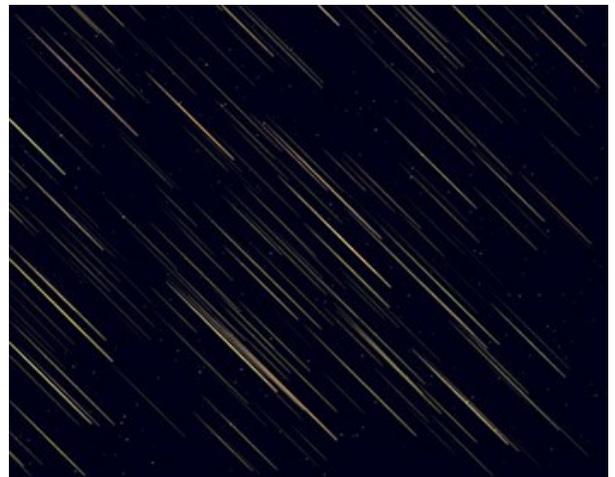


Elongation = 25

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

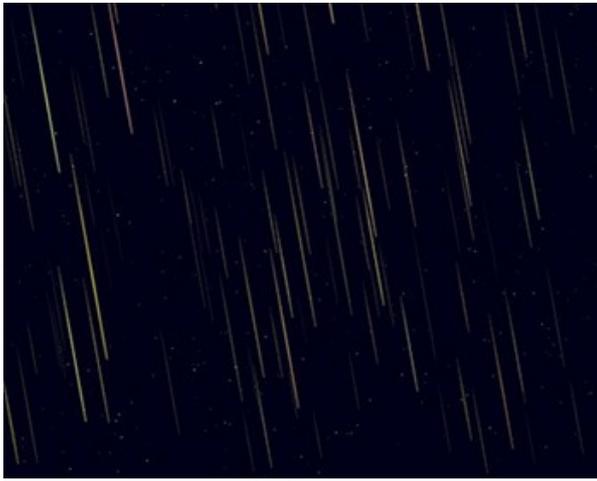


Density = 10

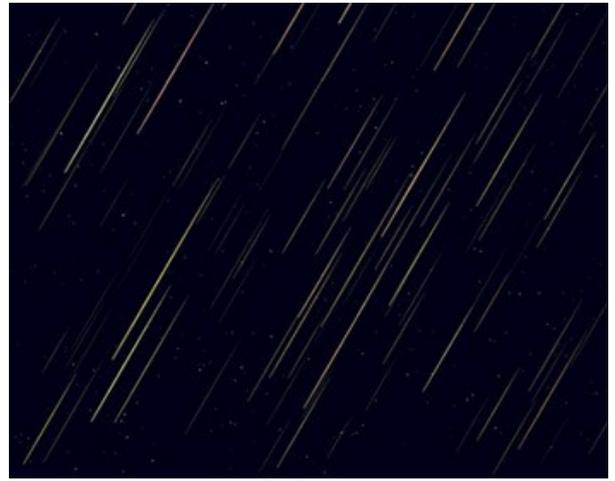


Density = 50

Angle (-90..90). The parameter changes the angle of trails.



Angle = -10



Angle = 30

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.



White Nebula

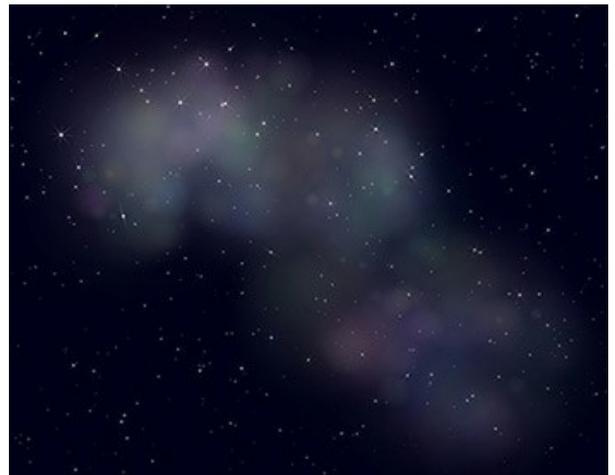


Purple Nebula

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.



Random Color = 20



Random Color = 70

Density (0-100). The parameter specifies the number of areas forming the nebula.



Density = 5



Density = 25

Brightness (1-100). At low values of the parameter, the nebula appears more transparent. Higher values increase its brightness.

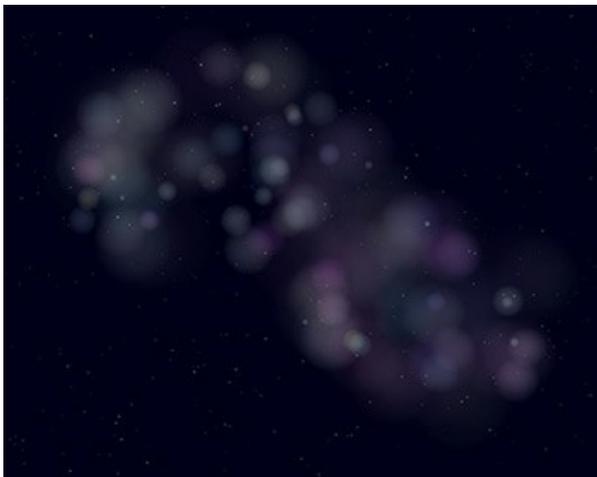


Brightness = 40

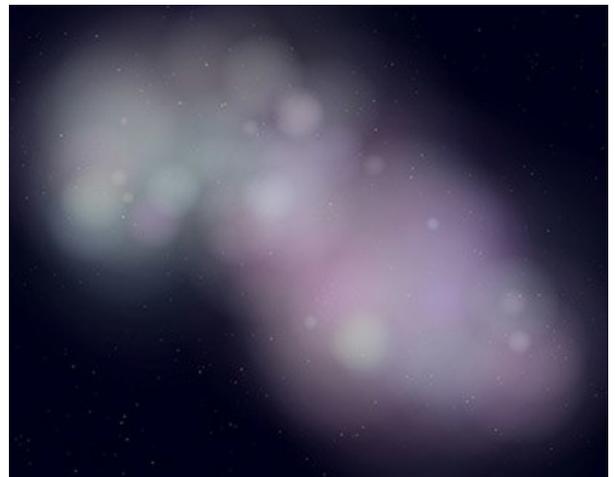


Brightness = 90

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



Size = 10



Size = 30

Deformation (0-100). The parameter determines the distortion of areas within the nebula.



Deformation = 0



Deformation = 5

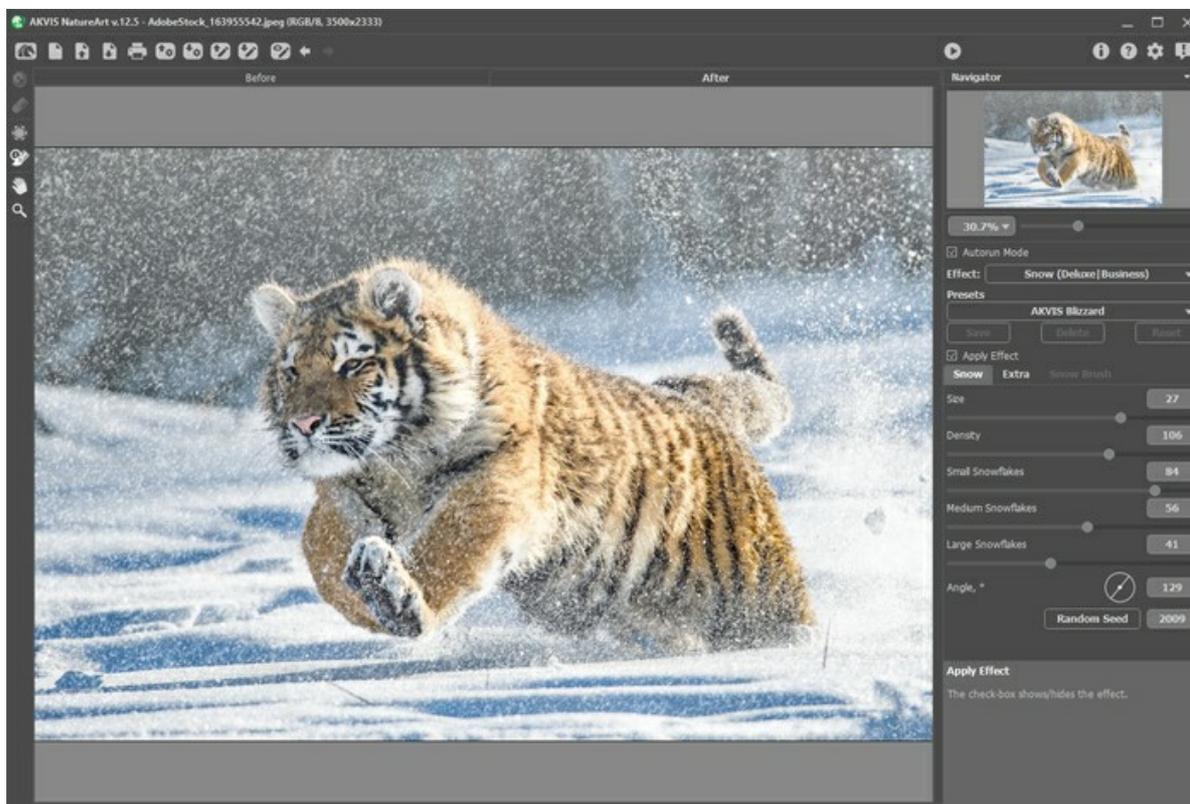
Random Seed. This is the starting number for the random number generator that defines the distribution of nucleus of the nebula.

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. The shape and size of snowflakes are determined on the conditions in which they formed. Each individual snowflake has a different pattern and there are no two snowflakes alike.

Using the **Snow** effect in NatureArt, you can not only create [realistic falling snow](#) but also add [decorative snowflakes](#) to images.

Note: The **Snow** effect is available for the **Home Deluxe** and **Business** licenses. In **Home** version, it can be applied with a watermark. [Compare the 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:

- **Brush 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.



Full Processing



Exclusion Area



Partial Processing

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 snow effect.



Check-Box Disabled



Check-Box Enabled

Snow Tab

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



Size = 20



Size = 30

Density (80-120). The number of falling snowflakes.



Density = 80



Density = 100

Small Snowflakes (0-100). The opacity of small snowflakes.



Small Snowflakes = 60



Small Snowflakes = 100

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



Medium Snowflakes = 60



Medium Snowflakes = 100

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



Large Snowflakes = 60



Large Snowflakes = 100

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



Angle = 70



Angle = 180

Extra Tab

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



No Fog Effect (Check-Box Disabled)



Fog Effect Applied (Check-Box Enabled)

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



Lighten = 0



Lighten = 80

Opacity (0-80). The intensity of haze.



Opacity = 0



Opacity = 60

Density (50-100). The density of clumps of fog.



Density = 50



Density = 90

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



Desaturation = 90

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



Strength = 10



Strength = 80

Reveal Original Colors (0-70). The parameter restores the original colors at the bottom of the image.



Reveal Original Colors = 0



Reveal Original Colors = 70

The **Random Seed** button generates another distribution of the snowflakes in the image.

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

Note: You can only draw with the **Snow Brush**  in the **After** tab!



Using Snow Brush

Snow Brush Parameters

Right-click within the image to show the pop-up dialog with the general brush options:

Brush 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

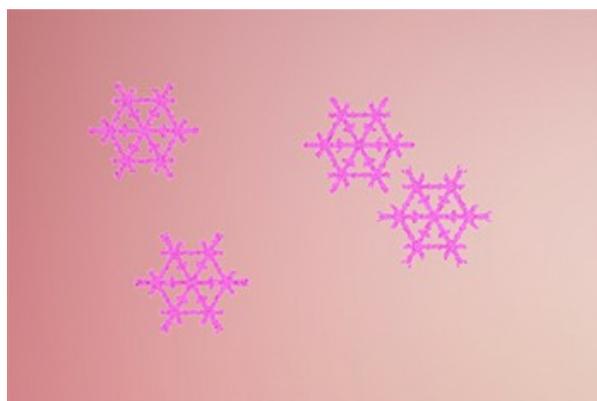
Before drawing snowflakes, adjust their parameters in the **Settings Panel -> Snow Brush**. The **Snow Brush** tab includes three groups of settings: **Snowflakes**, **Structure**, and **Variations**.

The **Snowflakes** 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.



White Snowflakes



Pink Snowflakes

Size (15-150). The parameter adjusts the primary size of the snowflakes.



Size = 20



Size = 100

Rotation (-90..90). This parameter defines the angle of rotation for all the snowflakes.



Rotation = 0

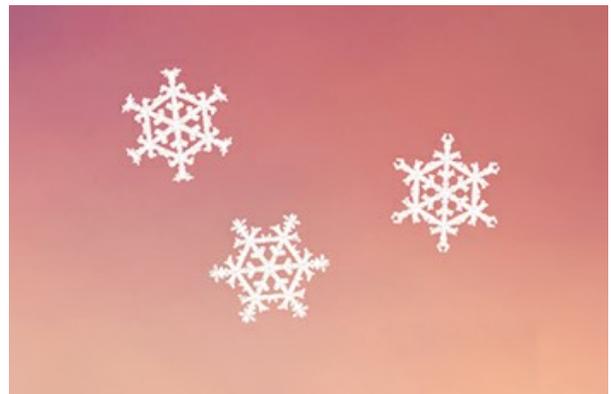


Rotation = 10, 20, 30

Icing. Enable the check-box to add an icy pattern to the snowflakes. You can adjust the **Intensity** and **Smoothing** of icing.

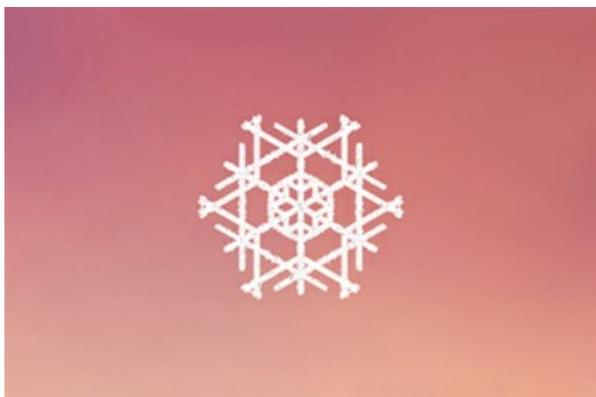


No Icing (Check-Box Disabled)

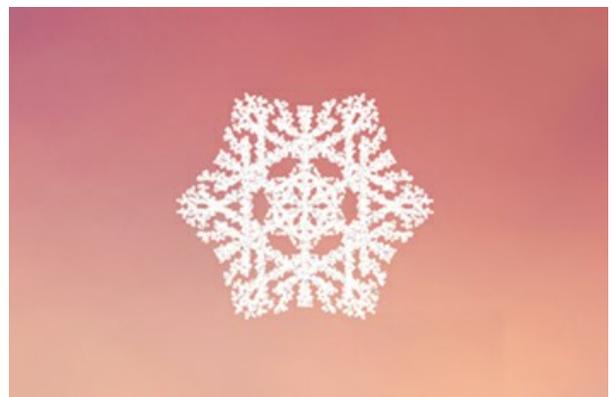


Icing (Check-Box Enabled)

Intensity (10-200). The amount of ice that is added to the snowflakes.



Intensity = 10



Intensity = 100

Smoothing. The check-box enables blurring of the ice pattern.

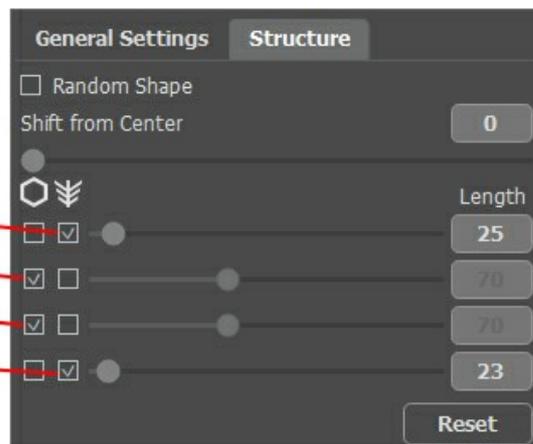
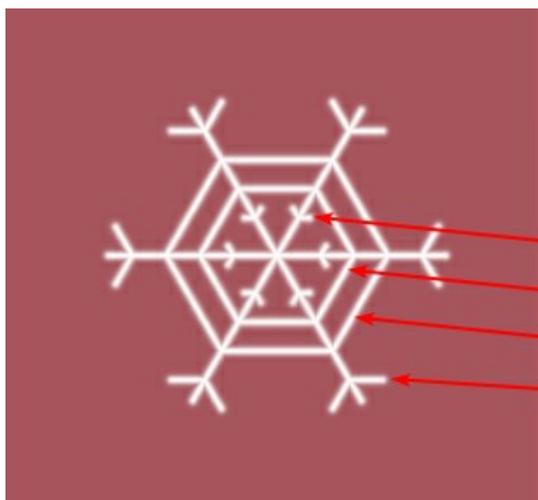


No Smoothing (Check-Box Disabled)

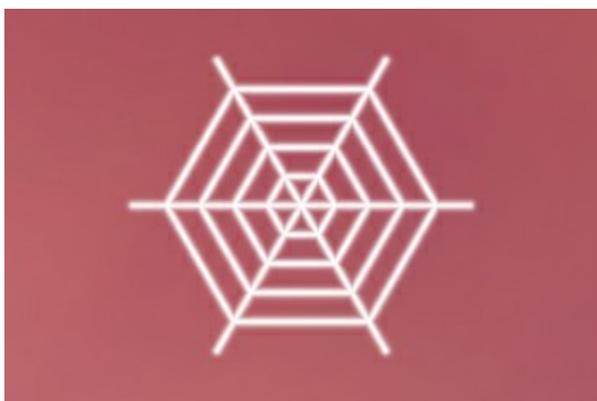


Ice Pattern Smoothing (Check-Box Enabled)

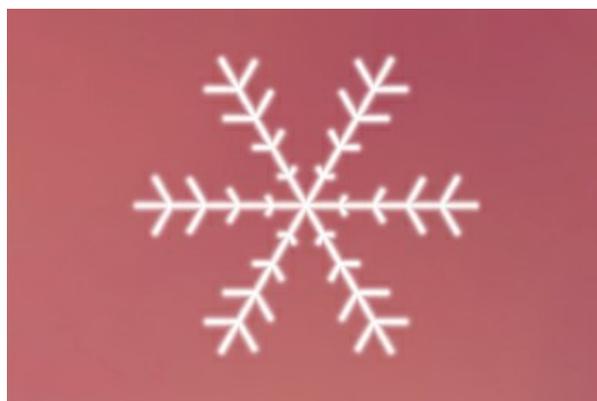
The **Structure** tab contains the snowflake shape constructor.



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.

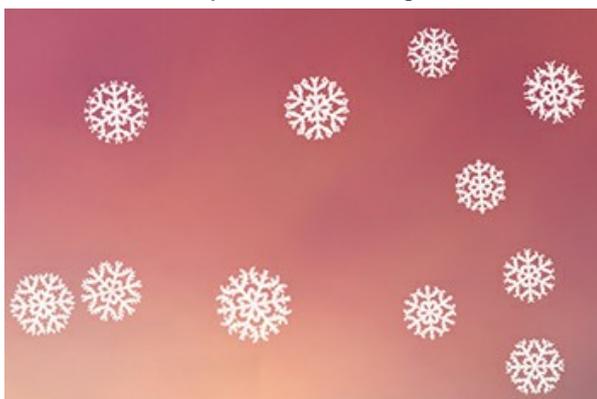


Edges



Sidebranches

Enable the **Random Shape** check-box to generate randomly shaped snowflakes.

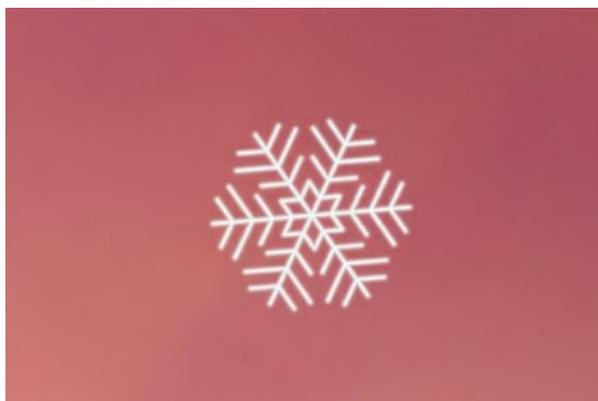


Identical Shape (Check-Box Disabled)

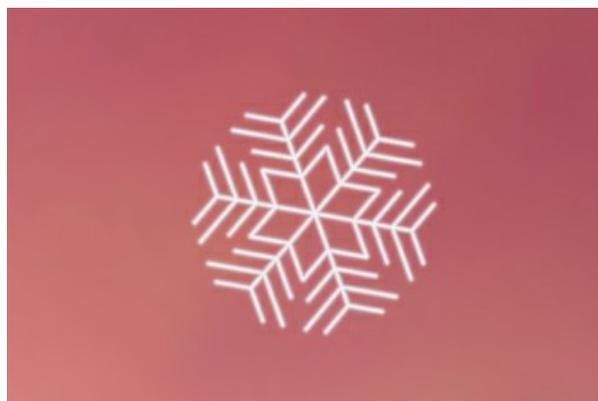


Random Shape (Check-Box Enabled)

Shift from Center. The parameter allows you to shift the elements to the outer edge of the snowflake.



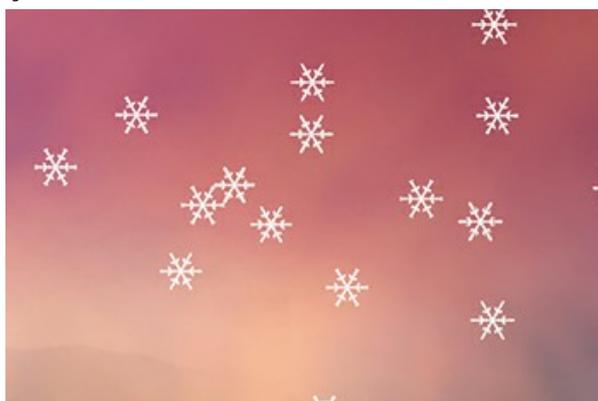
Shift from Center = 0



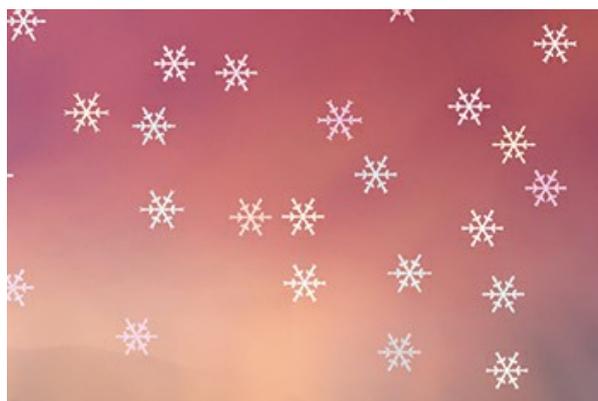
Shift from Center = 100

The **Variations** tab regulates parameter deviations and allows you to add random effects to the snowflakes.

Color Variations (0-60). The parameter changes variations of the primary color. Increasing the value increases the diversity of snowflakes colors.

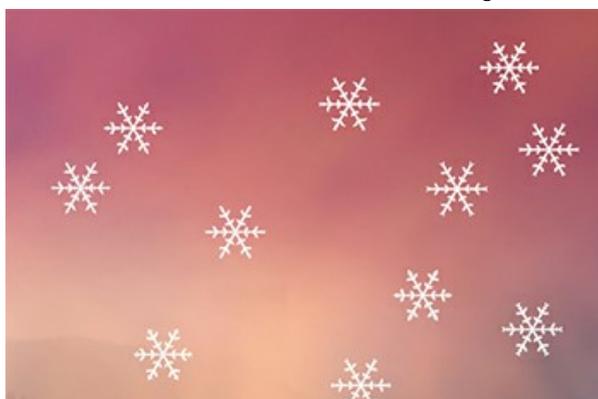


White Snowflakes

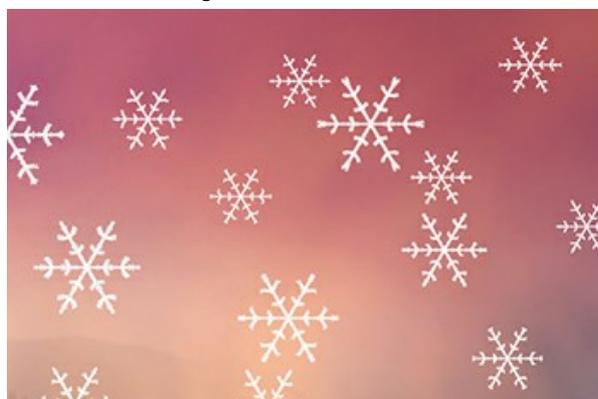


Color Variations = 40

Size Variations (0-100). The parameter specifies the difference between the size of snowflakes. If the value is zero, all the snowflakes have the same size. Increasing the value increases the range of the sizes.

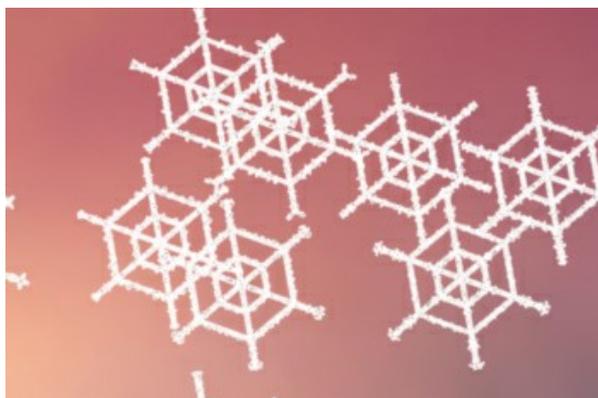


Size = 100



Size Variations = 90

Rotation Variations (0-90). The parameter specifies variations of snowflakes' rotation.

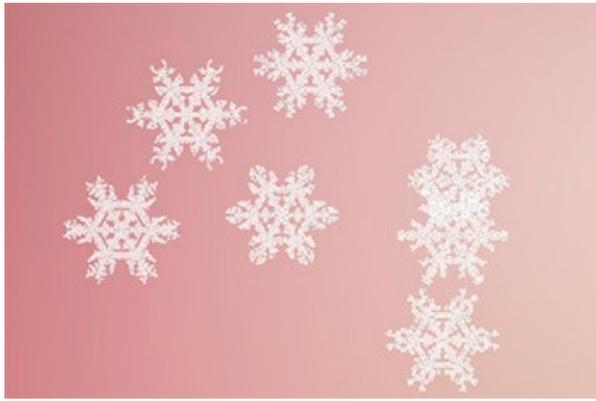


Rotation = 20



Rotation Variations = 30

Tilt Variations (0-80). The parameter sets the difference in the inclination of snowflakes.



No Tilt Variations



Tilt Variations = 80

Blur Variations (0-100). The parameter specifies the difference in the clarity of snowflakes.



No Blur Variations



Blur Variations = 100

Opacity Variations (0-90). The parameter adjusts the difference in the transparency of snowflakes.



No Opacity Variations



Opacity Variations = 90

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

Result

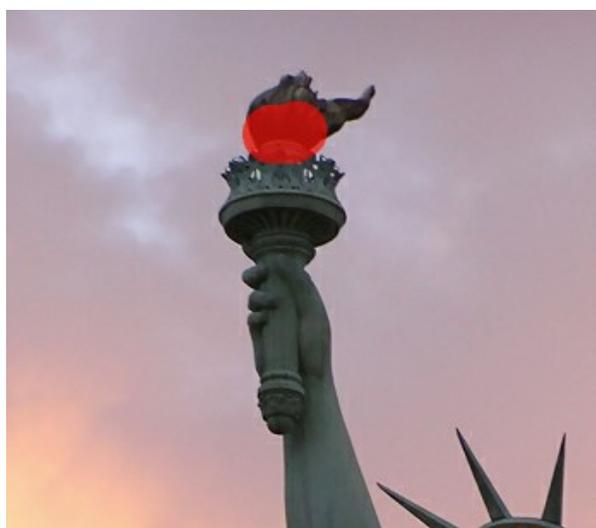
and make her torch burn with this flame.

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



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

First, select the area which will "burn" with the  and  tools.



Step 3. Press  to begin processing using the default settings (**AKVIS Default**). The result will be shown in the **After** tab.



Change the settings (we use **AKVIS Twister** preset):



Step 4. Press  to process the image with the changed parameters.

Here is the result:

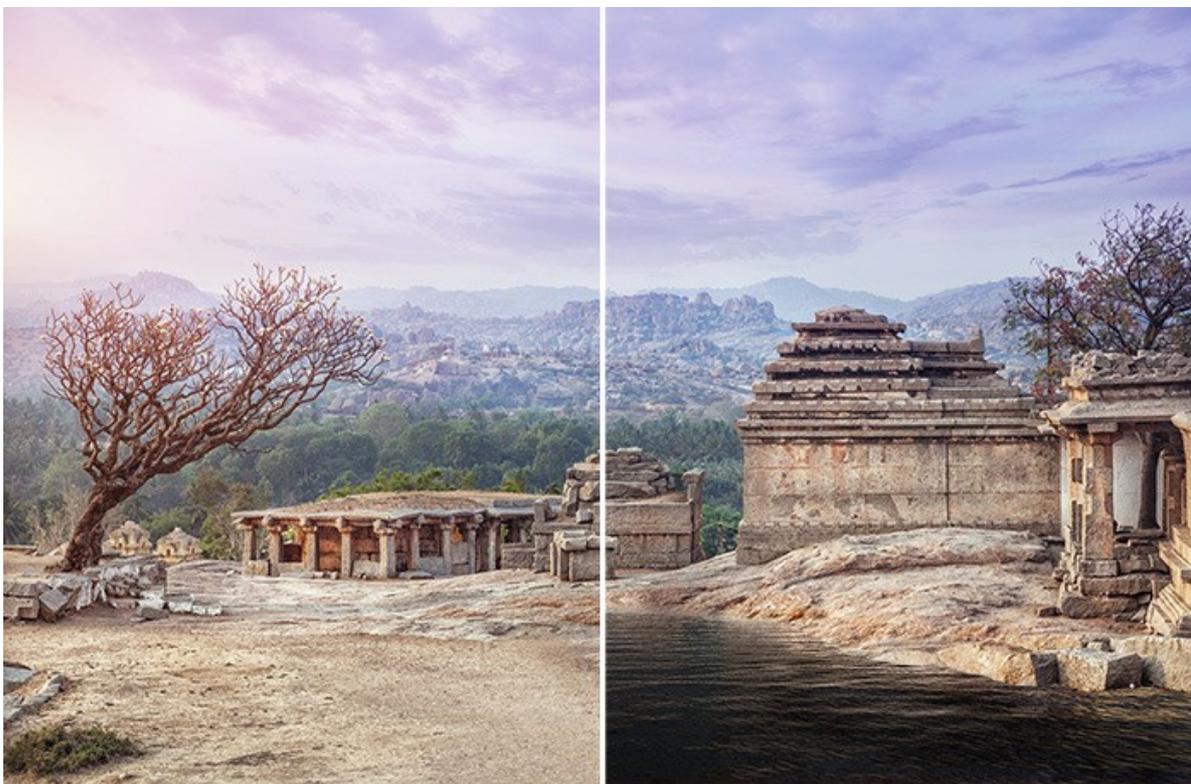


Click on the image to enlarge

Now just save the result by pressing .

NATUREART GALLERY

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

Flooded Ruins ([Water](#) effect)

[\(open a larger version\)](#)

Thunderer ([Clouds](#) and [Lightning](#) effects)

[\(open a larger version\)](#)

Snow Storm (Clouds and Rain effects)

[\(open a larger version\)](#)

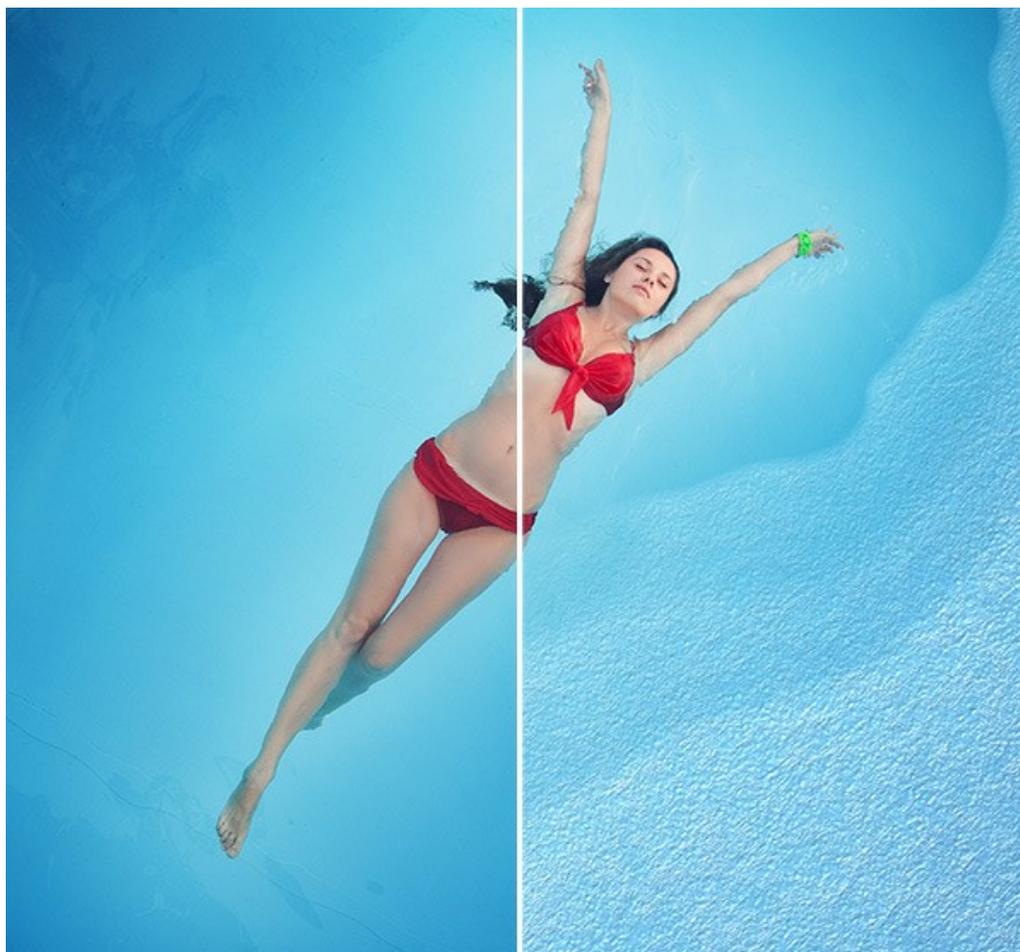
Starry Sky (Night Sky and Sun effects)

[\(open a larger version\)](#)

Ancient Castle (Rain and Lightning effects)



[\(open a larger version\)](#)

Melting Ice (**Ice** effect)

[\(open a larger version\)](#)

Walking on a Rainbow (**Sun**, **Clouds**, and **Rainbow** effects)



[\(open a larger version\)](#)

Winter in the Desert (Rain, Frost, Clouds, and Sun effects)



(open a larger version)

Superabilities (Rainbow, Sun, Fire, Lightning, and Water effects)



(open a larger version)

Fire-Breathing Dragon (Fire effect)

[\(open a larger version\)](#)

Dreams of Love (Clouds effects)

(open a larger version)

Faerie Fire (Fire effect)



[\(open a larger version\)](#)

Christmas Card (Aurora effect)



[\(open a larger version\)](#)

AKVIS PROGRAMS

[AKVIS AirBrush – Airbrushing Techniques on Your Photos](#)

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 Artifact Remover AI – JPEG-Compressed Image Restoration](#)

AKVIS Artifact Remover AI uses artificial intelligence algorithms to remove JPEG compression artifacts and restore the quality of compressed images. This program provides 4 image enhancement modes, each involves a unique neural network developed especially for this occasion. The software is available free of charge for home users. For commercial use, a Business license is offered. [More...](#)



[AKVIS ArtSuite – Frames and Effects for Your Photos](#)

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

AKVIS ArtWork is photo to painting software designed to imitate different artistic techniques: *Oil Painting, Watercolor, Gouache, Comics, Pen & Ink, Linocut, Stencil, Pastel, and Pointillism*. ArtWork helps you to create a piece of art out of any picture! [More...](#)



AKVIS Chameleon – Photo Collage Creation

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



AKVIS Charcoal – Charcoal & Chalk Drawings

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



AKVIS Coloriage – Add Color to Black and White Photos

AKVIS Coloriage allows colorizing B&W photos and replacing colors in color images, performing selective colorization and desaturation. It helps to breathe new life into your old family photographs, bring a vintage or artistic appearance to your digital images. [More...](#)



AKVIS Decorator – Resurface and Recolor

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...](#)



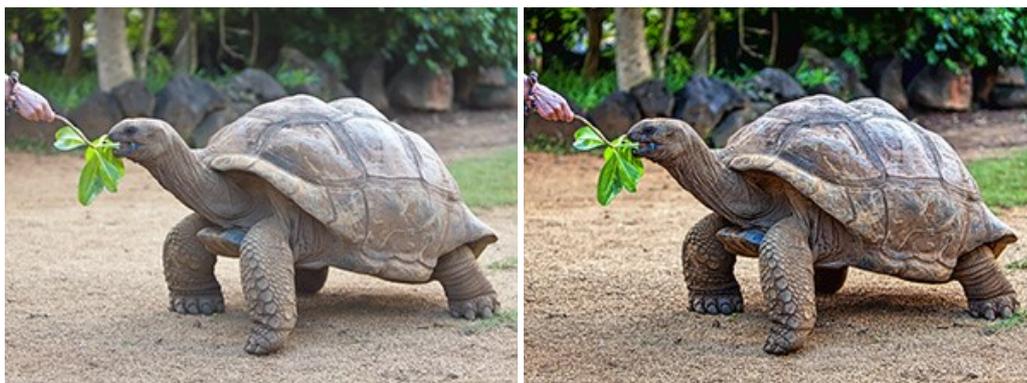
AKVIS Draw – Hand-made Pencil Drawing Effect

AKVIS Draw converts your photos into hand made pencil drawings. The software creates realistic looking line art illustrations, produces both B&W and color drawings. Add a hand-drawn look to your pictures! [More...](#)



AKVIS Enhancer – Bring Detail To Your Pictures

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



AKVIS Explosion – Fabulous Particle Explosion Effects

AKVIS Explosion offers creative destruction and particle explosion effects for your photos. It bursts an object and applies dust and sand particles to an image. With the software, you can create eye-catching graphics in just a few minutes! [More...](#)



AKVIS Frames — Decorate Your Photos with Frames

AKVIS Frames is a free program designed for working with the AKVIS frame packs



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

AKVIS HDRFactory lets you create a High Dynamic Range image from a series of shots or from one single photo. The program can also be used for photo correction. The program brings life and color to your photos! [More...](#)



AKVIS Inspire AI — Artistic Stylization of Images

AKVIS Inspire AI stylizes images using various samples of painting. The AI-based program applies the color scheme and style of a selected artwork to a photo creating a new masterpiece. The software includes a gallery of art styles and allows to load a custom sample. Imitate the style of world famous artists! [More...](#)



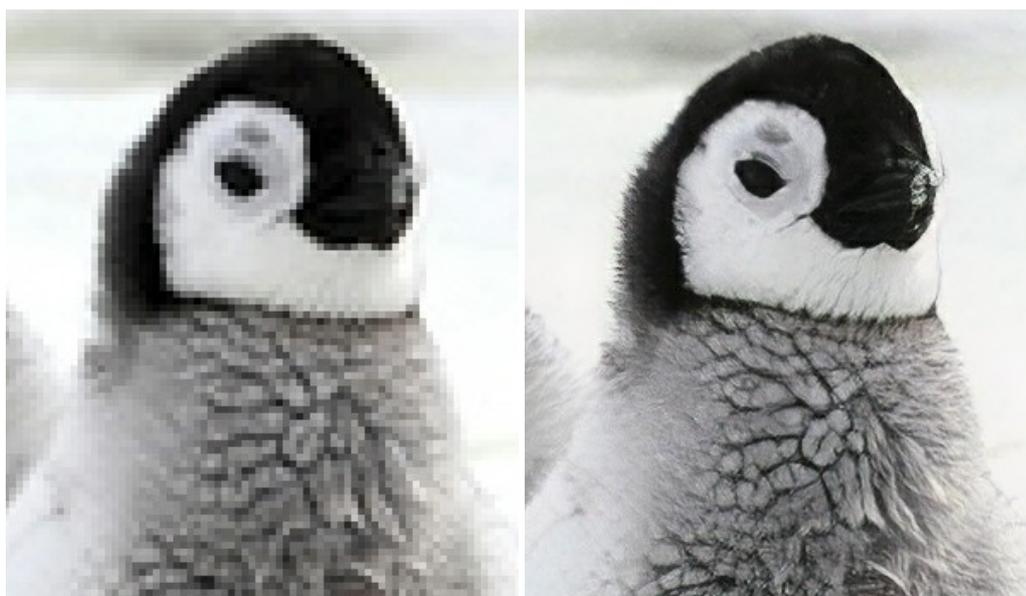
[AKVIS LightShop – Light and Star Effects](#)

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



[AKVIS Magnifier AI – Enlarge Images & Enhance Quality](#)

AKVIS Magnifier AI allows you to increase the size of photos and improve image quality and appearance. Featuring neural network-based algorithms, Magnifier AI upscales images to super-high resolution, up to 800%, and produces wall-sized prints. Improve image resolution, create clear, detailed images with perfect quality! [More...](#)



[AKVIS MakeUp – Retouch Your Portrait Photos!](#)

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](#)

AKVIS NatureArt is an excellent tool for imitating the magnificence of natural phenomena on your photos. The program includes a number of effects: [Rain](#)



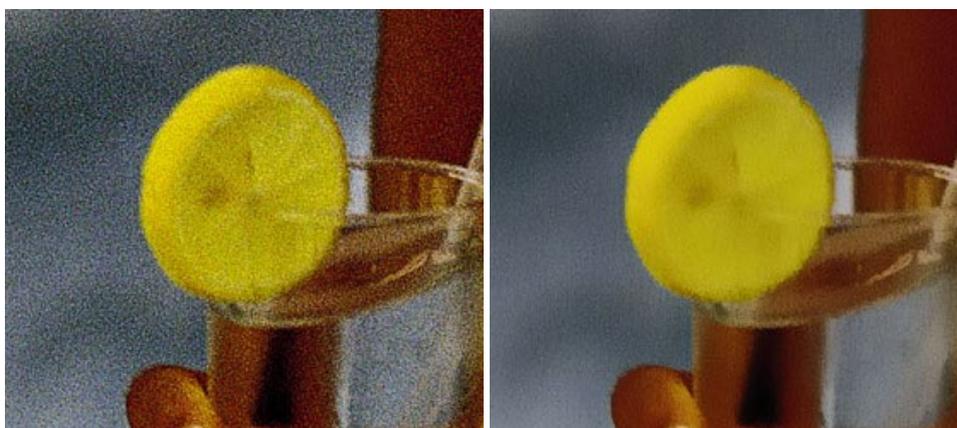
[AKVIS Neon – Glowing Drawings from Photos](#)

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 AI – Digital Noise Reduction](#)

AKVIS Noise Buster AI is software for noise suppression on digital and scanned images. The program is efficient for removing any type of digital noise. It reduces both luminance and color noise without spoiling other aspects of photos. The software includes AI technologies and adjustments for manual refining. [More...](#)



[AKVIS OilPaint – Oil Painting Effect](#)

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](#)

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](#)

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 AI – Focus Improvement & Blur Effects](#)

AKVIS Refocus AI improves the sharpness of out-of-focus and blurry photos, enhances the entire image or partially, creating a selectively focused area. It's also possible to add bokeh and lens blur effects to your photos. The program provides five image processing modes: *Refocus AI*, *Tilt-Shift*, *Iris Blur*, *Motion Blur*, and *Radial Blur*. [More...](#)



[AKVIS Retoucher – Image Restoration Software](#)

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 – Turn Your Photos into Pencil Sketches](#)

AKVIS Sketch converts photos into amazing pencil drawings. The software creates realistic color artworks and B&W sketches, imitating the technique of graphite and color pencil. The program offers these photo to drawing conversion styles: *Classic*, *Artistic*, *Maestro*, and *Multistyle*, - each with a series of presets. AKVIS Sketch allows you to feel like a real artist! [More...](#)



[AKVIS SmartMask – Save Time on Complex Selections!](#)

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

AKVIS Watercolor easily makes a photo look like a brilliant and vibrant watercolor painting. The program includes two styles of photo to painting conversion: *Classic Watercolor* and *Contour Watercolor*; each comes with a wide range of ready-to-use presets. The software turns ordinary images into aquarelle pieces of art. [More...](#)

