



Application Notes

Image Editing



Image Editing

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Introduction

The image editing functions can be separated into two functional groups: Functions that are simple and easy to use so that they do not need a detailed description (such as moving an image, rotating, etc.) and more complex functions with features that are not obvious at first sight.

This documentation focuses on the more complex functions. For the simple and easy to use functions please refer to the Reference Manual.

Many of the image editing functions can be automated by creating presets with the appropriate configuration and just select those instead of entering the settings each time manually. For a description of the presets please refer to the manual part about presets ("Image Editing Automation").

The most important image editing functions are launched by selecting the command in the *Image Properties* window. Others can be launched by selecting the command in the *Image context menu* or in the *Image* menu.

Grouping and Combining Images

Besides the possibility to select several images for positioning, rotating, etc. there are two major methods to link images together: grouping images and combining images.

Grouped Images

Grouped images are linked together with a frame but each image in the group keeps its individual image properties such as print marks, AddOns, etc. Image editing functions such as mirroring, AddOns, etc. are applied to each image in the group. Images in a group do not need to touch each other.

To group images:

- Mark all images you want to group by holding the **Ctrl** key and clicking the images or frame the wanted images with the mouse so that they are selected.
- Select the **Group** command from the *Image context menu* or the *Image* menu or press **Shift+G**.

To ungroup images just select the image group and launch the **Group** command.



Please note that you should do all image editing before grouping images.

Combined Images / Overlays

Combined images are not only linked together; they are combined to act as one overlay image. The images in the overlay lose the individual properties such as AddOns, print marks, etc. Image editing commands apply to the complete overlay so that e.g. print marks are positioned at the border of the overlay or AddOns frame the complete overlay and not the individual images that form the overlay.

To create overlays

- With **Overlay** mode activated in menu *Edit* or in the *Edit* toolbar: Just drag one image (partly) on top of another image and release the mouse button.
- With **Overlay** mode not activated: Drag one image (partly) on top of another image and press the **Alt** key while releasing the mouse button.



The overlay will be created automatically with the image on top being opaque.

Please note that you can move just one image on top of other images for creating overlays. Thus, when you need to position several images on top of one image you have to create a nested overlay with always one image being dragged over another image or overlay.

To re-separate the images, select the command **Split Overlay** from the *Image context* menu or press **Shift+O**. The overlay will be split into the image on top and the bottom image or overlay with the image on top becoming transparent.

To position an image transparently over another one, you have to create an overlay and split it or use the **Position** command in the *image Properties* window with the option **Allow Overlay** checked. Use the **Group** command to link the images together.

Color Control

The **ErgoSoft RIP** offers sophisticated tools to control the color of images. Those tools include assigning and configuring input color management (Color Management), specifying the basic colors of RGB and CMYK color spaces remaining pure (Pure Colors), modifying the color channels and color balance in an image (Tuning) as well as replacing selected colors (Color Replacement).

These complex topics are described in a separate manual part about Image Color Control to which you should consult for more information.

Image Layout

Tiling Images

When importing an image that is wider than the job, the image is automatically tiled. Automatic tiling is also used when an image is scaled to a size wider than the job. The settings for automatic tiling are described in the manual part about Workflow Configuration.

1 To manually tile the current image select the command **Tile** from the *Image Properties* window. The features of the tiling function are spread over three tabs.

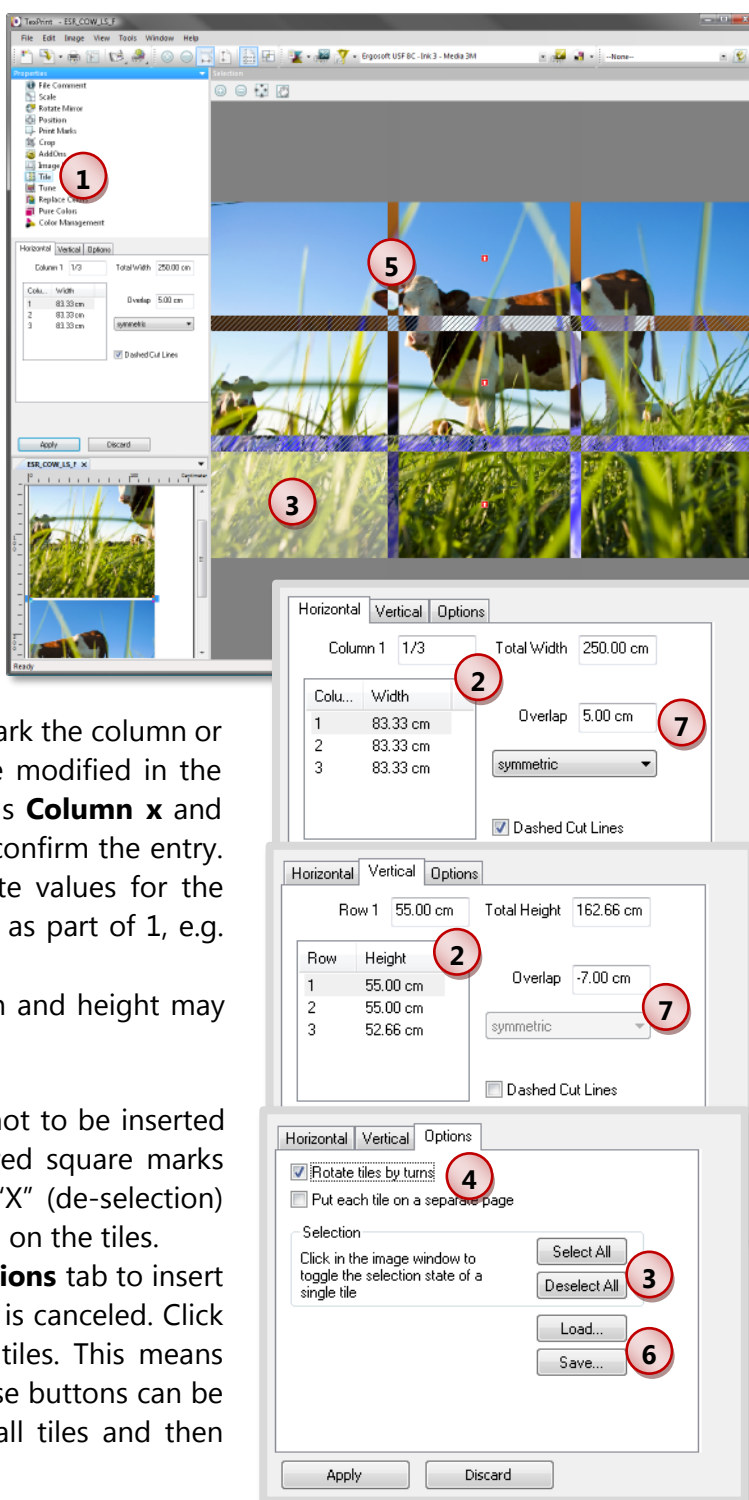
For many image editing functions such as AddOns, print marks, etc. the tiles are linked together to form one image. To treat each tile as an image of its own you have to unlink them using the command **Disconnect Parts** in the *Image context* menu or the *Image* menu.

2 Enter the width and height of the tiles on the tabs **Horizontal** and **Vertical**. Mark the column or row for which the value is to be modified in the list. Modify the value in the fields **Column x** and **Row x** and then press **Enter** to confirm the entry. You may not only enter absolute values for the size but also the number of tiles as part of 1, e.g. 1/3 for 3 equal tiles.

Please note: the desired width and height may not be accurately represented.

3 Click on the tiles that are not to be inserted into the job. An "X" in a red square marks tiles that are not selected. The "X" (de-selection) can be removed by clicking again on the tiles.

Click on **Select All** on the **Options** tab to insert all tiles into the job; de-selection is canceled. Click on **Deselect All** to deselect all tiles. This means that no tile is to be inserted. These buttons can be used to first select or deselect all tiles and then select or deselect certain tiles.



4 Mark **Rotate tiles by turns** on the **Options** tab when every second tile should be rotated by 180°. Some printers change the shade within one printed row. This causes color leaps when tiled images are put together. These color leaps can be avoided by rotating every second tile by 180°. An up arrow in a red square marks rotated tiles.

Check **Put each tile on a separate page** to automatically spread the tiles over job pages. Having spread the tile over job pages helps in reprinting single tiles because then you just have to reprint job pages from the *Print Client* or *JobCenter*. Please note that the global setting is used as default when launching the tiling function – even when the image is already manually tiled.

5 The tiling line between two tiles can be moved. For that purpose, make the image window active and move the cutting line to the desired position by pressing the left mouse button.

Use the four buttons in the toolbar of the image preview window to zoom in or out or to adjust the image to the window after having scaled it. Use the Hand tool to move the visible part of the image in the window.

6 The buttons **Save...** and **Load...** on the **Options** tab open a dialog box to save or load the current tiling settings. Please note that the loaded tiling settings are not adjusted automatically to a possibly different size of the image so that you have to control and adjust the tile sizes manually.

7 When the tiles should overlap, enter the **Overlap** width. The stripe that appears between the tiles will not be printed when a negative number is entered.

With tiled images, adding the amount of overlap to the adjoining tiles may ease assembly into the large image.

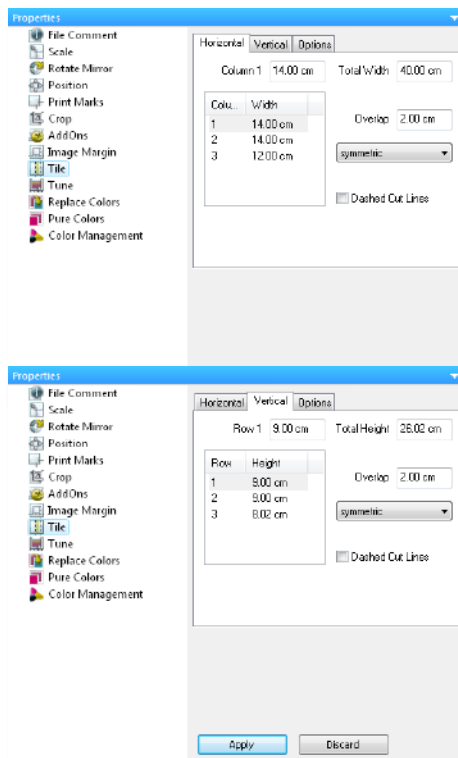
There are several overlap types available for positive overlap: symmetric, symmetric white, right white, left white, and half transparent. The following overlap characteristics are independent from the overlap type.

- it applies for every tile
- it has the same value for each column or row
- it affects the tile size
- tiles are measured from center of overlap to center of overlap at the same side of the next tile

Overlap Type "Symmetric"

Overlap type "Symmetric" adds one-half of the indicated overlap to the border between each tile. The overlapping parts are printed with both tiles so that they can be cut off, if need.

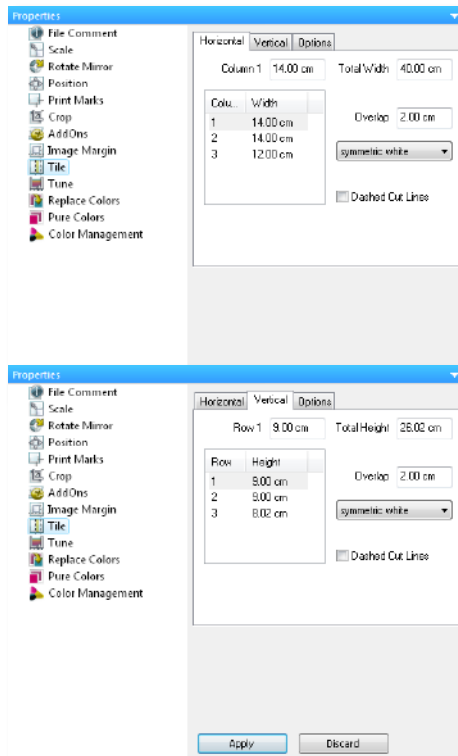
The sample at the right side shows the result of the tiling without (upper image) and with (lower image) dashed cut lines.



Overlap Type "Symmetric White"

Overlap type "Symmetric white" adds white overlap instead of repeating a part of the image.

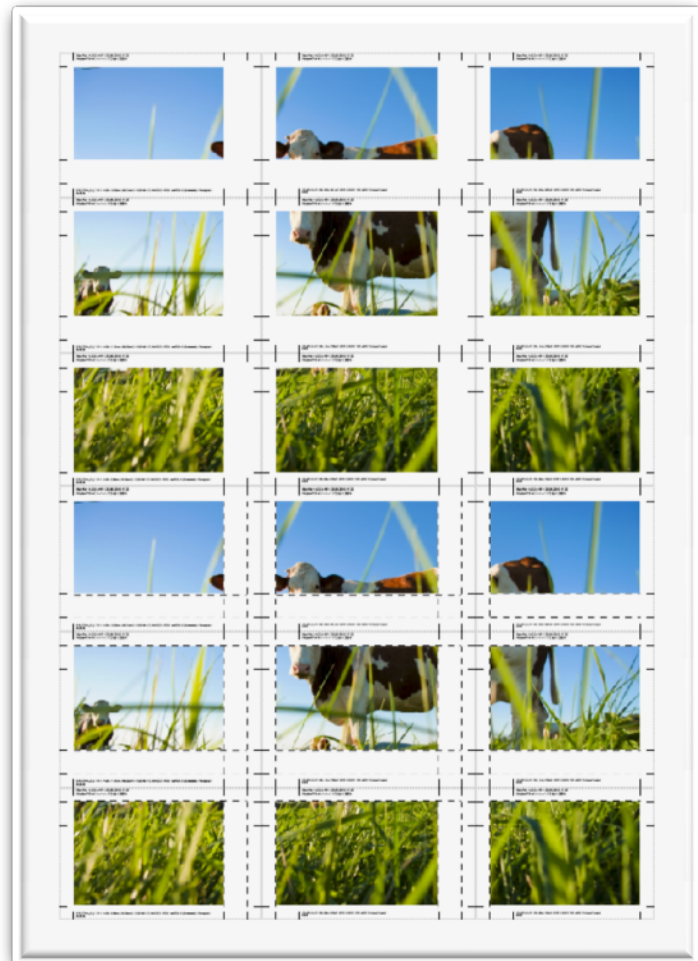
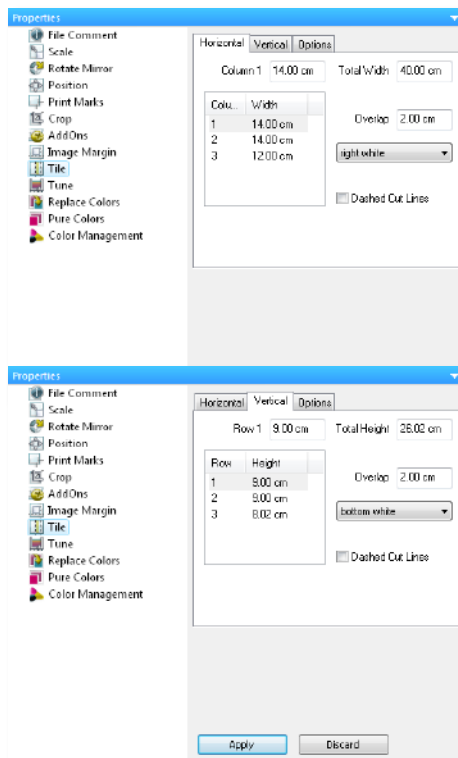
The sample at the right side shows the result of the tiling without (upper image) and with (lower image) dashed cut lines.



Overlap Type "Right White / Bottom White"

Overlap type "Right white / Bottom white" adds white overlap only at the right side / bottom of the tile.

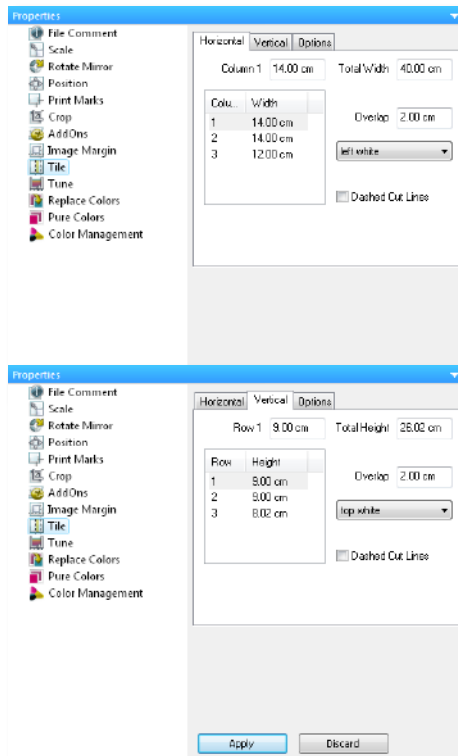
The sample at the right side shows the result of the tiling without (upper image) and with (lower image) dashed cut lines.



Overlap Type "Left White / Top White"

Overlap type "Left white / Top white" adds white overlap only at the left side / top of the tile.

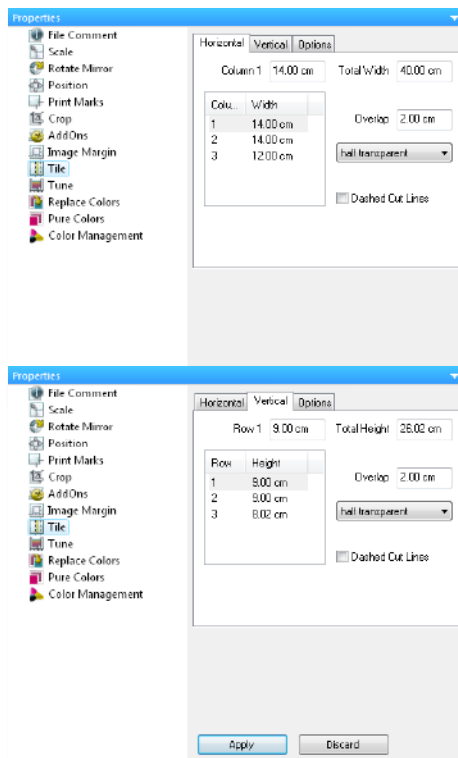
The sample at the right side shows the result of the tiling without (upper image) and with (lower image) dashed cut lines.



Overlap Type "Half Transparent"

Overlap type "Half transparent" is a symmetric overlap and repeats a part of the image in half transparent layout.

The sample at the right side shows the result of the tiling without (upper image) and with (lower image) dashed cut lines.



Resizing Images

Besides the direct scaling methods already described in the Reference Manual, images can be resized to customized formats including a position and/or scaling rule in case that the image side relation does not exactly match the format side relation. This function is implemented in the powerful **Image Format** preset.

For a detailed description of this preset please refer to the manual part about presets ("Image Editing Automation").

Printing Marks

The **ErgoSoft RIP** offers a sophisticated function for printing marks with the image. Since the available settings are very complex, **Print Marks** presets can be created and used. We strongly recommend not configuring the marks manually for each image but to use those preset possibility.

For a detailed description of this preset please refer to the manual part about presets ("Image Editing Automation").

AddOns

The **ErgoSoft RIP** offers several image AddOns, some of them being complex in the configuration. Thus, image **AddOns** presets can be created and used. We strongly recommend not configuring the AddOns manually for each image but to use those preset possibility.

For a detailed description of this preset please refer to the manual part about presets ("Image Editing Automation").

Using Automatic Elements

Sometimes, it might be useful to be able to generate simple elements such as lines, rectangles and text elements directly in the RIP software without having to create EPS files in your image editing software. The **ErgoSoft RIP** offers the possibility to generate such simple elements.

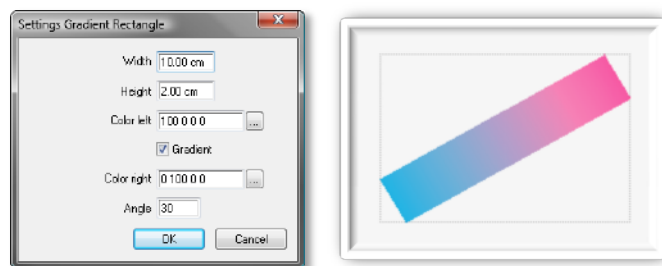
The automatic elements are generated using menu *File > Add Job Element* and selecting the element type. Modification of generated elements is possible using menu *Image > Edit Parameters*.

The following chapters describe the element types that can be generated.

Generating Rectangles

The element type "Gradient Rectangle" creates a rectangle filled with either a solid color or a gradient.

When needing a solid rectangle, just uncheck **Gradient** and select the solid color as **Color left**. The **Angle** allows rotating the rectangle.



Generating Solid Black Lines

The element type "Job Length Line" creates a vertical black line at the right or left side of the job. When using roll media the line is as long as the current job; when using sheet media the line is as long as the sheet. Use the size and rotation functions to scale and rotate the line. The color cannot be modified.

Generating Dashed Black Lines

The element type "Separation Line" creates a horizontal black dashed line from the left border to the right border of the job. Use the size and rotation functions to scale and rotate the line. The color cannot be modified.

Generating Text Elements

The element type “Variable Text” creates a customizable text element.

