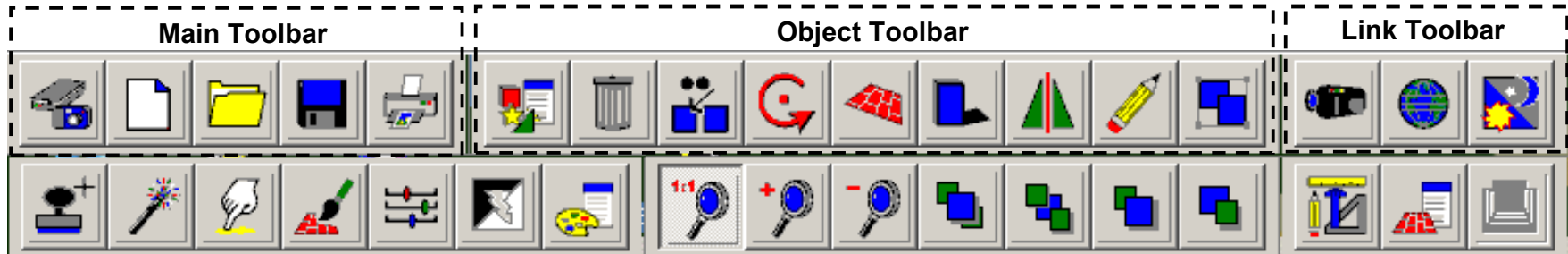
















# CanVis Toolbar at a Glance






## MAIN TOOLBAR

-  **Acquire** - This allows a background image to be acquired from either a scanner or a digital camera. Since these devices use their own software, you should refer to their manuals for instructions.
-  **New** - Open a new blank document
-  **Open** - This will open a background image file which is stored on your hard drive or on a floppy disk. More than one background image may be open at once.
-  **Save** - This saves the current image (file) to either your hard drive or a floppy disk.
-  **Print** - Send current project to the printer

## OBJECT TOOLBAR

-  **Delete** - This is used to delete selected areas or objects.
-  **Object Library** - Access the contents of the object library.
-  **Erase** - This is used to “erase” unwanted areas from textures or objects.
-  **Replicate** - This will make a copy of the active object and keep same properties.
-  **Flip Horizontal** - This will horizontally flip an active object on the screen.
-  **Warp** - This tool will give the illusion of 3D to the active object.
-  **Rotate** - This is used to rotate an active object on its axis.
-  **Shadow** - Create the appearance of a shadow by inserting a transparent replica of the object.
-  **Group** - This will group selected objects or textures.

## LINK TOOLBAR

-  **Web Link** - This will present a list of important places on the web for you to access.
-  **Help Movies** - When you click the Help Icon your cursor will change to an arrow with a question mark next to it. Place the question mark over the icon or menu item that you would like to see a movie about, and click.
-  **Open/Hide Lighting Toolbar** - This will open or hide the lighting toolbar.

# CanVis Toolbar at a Glance



## ADVANCED TOOLBAR



**Clone Texture** - This enables you to copy a desirable area of your background over an undesirable area of your background.



**Magic Wand** - Used for editing your own library images.



**Smudge** - Takes the sharp edges off objects.



**Paint** - Allows you to paint with a selected texture.



**Adjust Colors** - Allows you to adjust the Red, green, and blue color content of your background image or a selected object or texture.



**Color Levels** - Allows you to adjust the contrast, intensity, and gamma content of your background image or a selected object or texture.



**Colorize** - Allows you to change the color and brightness of a selected object or texture.

## VIEW TOOLBAR



**Zoom 1:1** - Brings the view back to 100%



**Zoom In** - Will zoom in on the background image



**Zoom Out** - Will zoom out from current view.



**Send to Front** - Brings the selected object or texture up to the top layer.



**Send to back** - Bring the selected object or texture down to the bottom layer.



**One layer up** - Brings the selected object or texture up one layer at a time.



**One Layer Down** - Brings the selected object or texture down one layer at a time.

## TEXTURE TOOLBAR



**Outline Area** - This presents you with a set of tools used to outline an area to be filled with a texture. (See the Area movie for descriptions of the tools in the Area toolbox.)



**Texture Library** - Access the contents of the texture library.



**Change Perspective** - Access the Library Perspective Menu.