BeLight Software

Art Text

User's Manual

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Written by Nick Shubin.
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Chapter 1: Introduction

Welcome to Art Text

The Art Text application is intended for creating unique textual graphics by applying effects to text and vector shapes. Your work can be saved in the native Art Text format or in common graphic file formats.

Images created in Art Text can be used in publishing materials, on web pages, or in other applications.

In Art Text, you will find:
- 2D effects (shadow, blur, stroke)
- 3D effects (adjustable color, shape, light)
- Transformation (geometric deformation of text or images)

The program is supplied with well tuned styles that can be applied to your original text or graphics.

The retail version of Art Text includes additional fonts.

System Requirements

- Apple Macintosh computer with Intel processor
- Mac OS X v10.5.8 or later
- 100 MB of available disk space

Installing and Removing Art Text

To install, double-click the Art Text installer in Finder. Then drag the Art Text icon into the Applications folder.

If you wish to remove the program from your computer please complete the following steps:
- Quit Art Text.
- Delete the "Art Text 2" application from the Applications folder;
- Delete "com.belightsoft.arttext2.plist" file from "~/Library/Preferences/",
- Delete the "Art Text 2" folder from "~/Library/Application Support/".

Here "~" is user's home folder.

Updating Art Text

From time to time, the software developer releases new versions of the product.

To change your copy to a new version, you just need to install an update. Before launching the update installer, make sure that the application and the supporting files are at the default location. Usually they are if you have followed the installation procedure and didn't change paths or transfer files manually. The default file location can be found in the *"Installing and Removing Art Text"* section.

To check for the latest update, visit the Art Text Updates web page: *http://www.belightsoft.com/arttext/update*

Registration

If you have already purchased Art Text from BeLight Software or its resellers, you will find the license code either on the back of the disc envelope (boxed retail edition) or in the purchase confirmation e-mail (retail or standard edition via download).

To register Art Text:

1. Open the application.
2. Bring up the *License* dialog by choosing **Art Text > License...** in the menu.
3. Enter your name and license code.

It's recommended that you keep the e-mail or the disc package containing your license code in a safe place in case you need to register the application after re-installation or update.

The unregistered version of Art Text is fully operational. The only limitation is that it adds the "Trial" text over the resulting image. To eliminate this text, you need to register your copy of the software.

You can purchase a license code on the developer's web site: *http://www.belightsoft.com/buy/*

Technical Support

The developer of Art Text offers free technical support.

By E-mail:
support@belightsoft.com

Technical support form on BeLight's website:
http://www.belightsoft.com/support/

Forum on BeLight's website:
http://www.belightsoft.com/forum/

When reporting a problem, please make sure to specify:
- The version of Art Text you are using.
- The version of Mac OS X installed on your computer.
- Your previous actions that could have lead to the problem.
- If the problem persists, describe how to reproduce it.
- When necessary, illustrate your report with screenshots (press **Cmd-Shift-3** to save a screenshot on your Desktop).

Useful Web Resources

Art Text Page:
http://www.belightsoft.com/arttext/
Information about Art Text, links to the Download, Latest Update, Buy, and FAQ sections.

BeLight Software Web site:
http://www.belightsoft.com
Check it out for updates, new product announcements, and special offers.

BeLight Software Technical Support:
http://www.belightsoft.com/support
Visit this link if you have questions about the software.

Conventions Used in this Document

- **Bold Text** is used for names of menu items, shortcuts, buttons, radio buttons, edit boxes, check boxes and other controls.

- *Text in Italics* is used for names of windows, dialog boxes, panels, tabs and other elements of the program interface.
  Such text formatting is used for names of programs, files, folders and web links.
  It is also used for chapter and section references, and to introduce important remarks.

- For menu items hierarchy, the ">" symbol is used. A record **File > Open** is equivalent to "the Open item under the File menu".

- A shortcut (shortkey) is one or several keys which are pressed together. **Cmd-S** means you should hold down the **Command** (**Apple**) key while pressing the **S** key, then release them.

- Ctrl-click is a click holding the **Ctrl** key down. Right-click is a click by the right button of a two-button mouse. Both actions are equivalent.

- Context (contextual or shortcut) menu is a pop-up menu which contains options that vary depending on the object (image, text, etc.) you have clicked on. To open the context menu, right-click or Ctrl-click on the object.

Chapter 2: Getting Started

Setting up the Program after Installation

The information below covers the most important settings to start your work with Art Text.

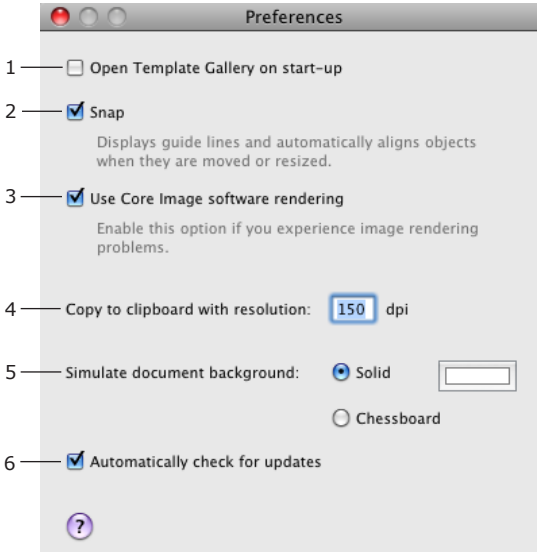
1. Register the program if you have purchased a license code. Otherwise, the program will work in the demo mode.

To do this, choose **Art Text > License...** from the menu to open the registration dialog box. Input your name and your license code.

After successful registration, the program will offer you online registration. You can register or skip registration.

By registering online, you are sending your data to the developer's data base. This makes it possible to send your license code back to you in case it gets lost. The online registration does not turn the program from the demo to the registered mode.

2. Set up the program *Preferences* (**Art Text > Preferences...**).



1 – Deselect the **Open Template Gallery on start-up** check box if you don't use the built-in templates.

2 – Keep the **Snap** option enabled. Text and images will align to each other when you move them around.

3 – Keep the **Use Core Image software rendering** option disabled. In this case, rendering is quicker because the graphic card (not the CPU) does this job.

4 – The resolution of an image pasted in the clipboard. It is important when your work is finished and you are going to copy it to another program. Leave this parameter alone for now.

5 – Choose your preferable background. Working with white background is better for beginners as the preview area looks like an ordinary page. The chessboard background lets you see transparent parts of your design.

6 – Specify whether the program should check for updates automatically.

More details can be found in *Chapter 3, "Art Text Interface" > "Program Settings"*.

Quick Start Guide

This guide describes some possible steps of using Art Text. Steps described below and their order are not obligatory. Some of them can be skipped, performed several times, or in another order.

For a better understanding of the location and names of program controls, it is recommended that you look through "The Art Text Workspace" section.

Step 1: Opening a New Document

To open a blank Art Text document, choose **File > New**.

For learning purposes, you can load a template from the built-in collection (**File > Template Gallery**) and then modify it.

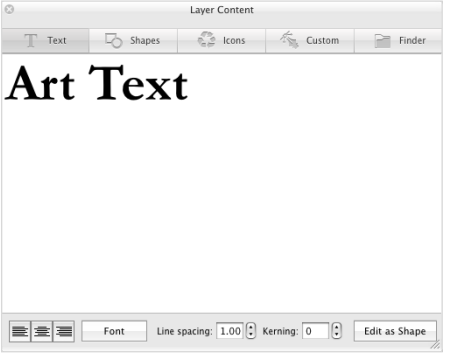
Step 2: Setting Up the Image Size

Set up the final image size (what will be exported to a file or another program). To do this, click the **Set Size** button in the main window. The white or chessboard-like background shows the image edges. Objects or their parts outside the image area will be trimmed at export.

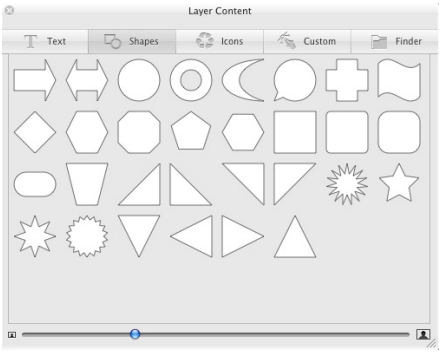
You can change the image size at any time later.

Step 3: Changing Text or Choosing an Image

By default the "Art Text" text is displayed on the canvas. To change text or replace it with an image, double-click the "Art Text" icon in the bottom panel (*Layer* bar). This will bring up the *Layer Content* panel displaying the *Text* tab.



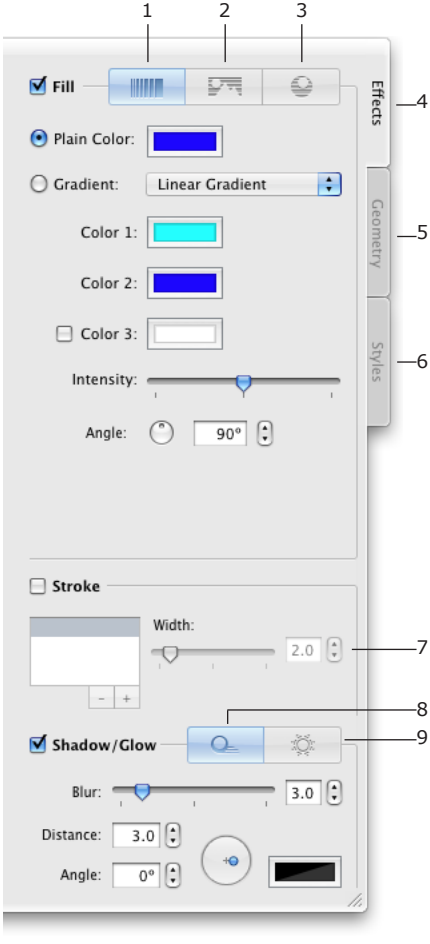
To choose a shape or icon, switch to the corresponding tab.



Once you have changed the layer content (text or image), close the panel. The icon in the *Layer* bar will change correspondingly.

Step 4: Applying Effects

The color and fill related settings can be found in the *Effects* tab (4) of the right panel. You can choose color or gradient fill (1), texture library (2), or materials (3). You can also apply stroke (7), shadow (8), or glow (9) effects. The *Geometry* tab (5) is described below.



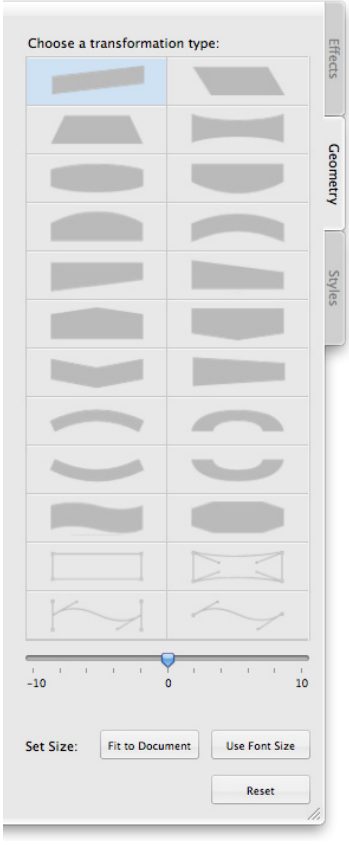
Browse through the library of pre-designed styles (6). A style is a set of effects that can be applied at once. Styles are located in a separate tab.

You can preview them applied to your text or icon. To do this, deselect the **Use Text from Templates** check box at the bottom.

Step 5: Applying Transformation

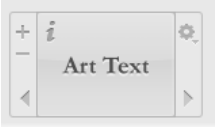
To change the shape of text or icon, open the *Geometry* tab in the right panel. It displays thumbnails of geometric transformations. Choose one by clicking on it and adjust the amount of distortion using the slider(s) below.

Handles on the corners and sides of the object frame can be moved with the mouse. Drag them to resize or change the shape (spline transformations only).



Step 6: Adding More Text or Graphic Objects

Each new text or image should be located in a new layer. Icons of layers are shown in the *Layer* bar at the bottom of the main window.



To add a new layer, click the "+" button in the *Layer* bar. Unnecessary layers can be removed using the "–" button.

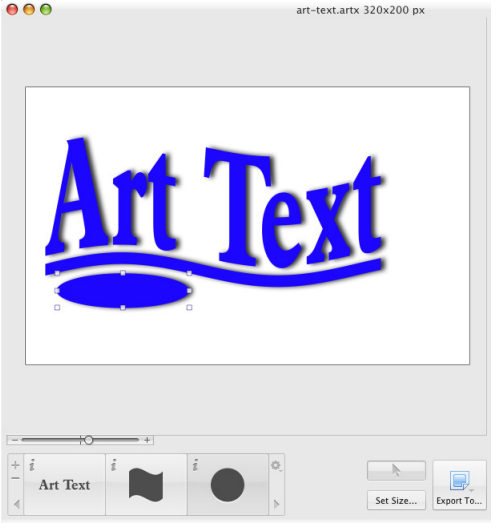
A new layer will contain the default text. Step 3 describes how to change it. Steps 4 and 5 describe how to apply effects to the content of new layers.

Step 7: Organizing Layers in Your Document

Note that depending on your design idea, this step can be performed after adding new layers, but before applying or adjusting any effects.

Two controls in Art Text are responsible for layers: *Layer* bar and *Layers* panel.

The *Layer* bar is located at the bottom of the main window.



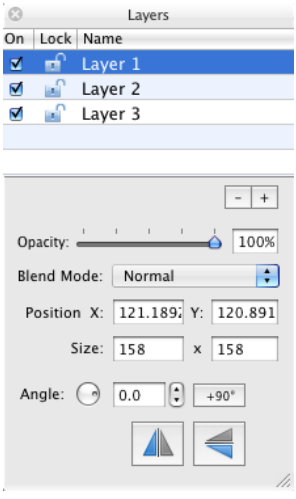
The *Layer* bar displays icons of layers with layer content. When a layer is active, the icon is highlighted. When you apply effects or change their settings, the active layer is affected.

To add a new layer, click the "+" button. To remove the active layer, click the "-" button.

Layers overlap each other. The icon of the top layer is to the right in the *Layer* bar. The bottom layer is to the left. Drag an icon left of right in the bar to change the layer order.

The *Layers* panel displays names of all the layers in the document. You can drag them in the list to change the layer order. The panel lets you rotate layers and change their opacity and blend mode.

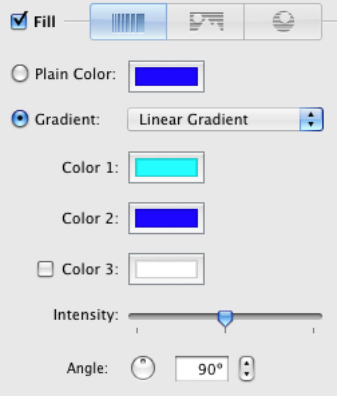
To open the panel, choose **Window > Show Layers Panel** from the menu.



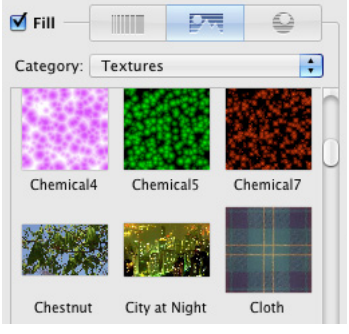
Step 8: Adding the Background

To add a background image or colored background:

1. Add a new layer.
2. Move its icon in the Layer bar to the leftmost position.
3. Double click the icon to open the *Layer Content* panel.
4. Open the *Shapes* tab of the panel.
5. Click on a rectangle and close the panel.
6. To choose a plain color or gradient, open the *Fill* tab in the *Effects* section.



To choose an image, open the *Texture* tab in the *Effects* section. Click the **Category** drop-down list and choose a library section. Then click on an image. To select an image located on the hard drive, choose the *Finder* item in the **Category** drop-down. Select a folder containing images.



Step 9: Saving Your Document

To save your document, choose **File > Save** in the menu.

Step 10: Exporting the Final Image

To export your work, click the **Export To...** button in the main window. Then choose the destination: the clipboard or a graphic file.

The resolution of the image pasted into the clipboard can be set in the program *Preferences* (**Cmd-,**).

When you are exporting to a file, choose the graphic format, resolution, and type a file name. Some formats have more export options.

The Effects Guide

Below are represented graphic effects that can be applied in Art Text.

Color fill
Relates information: *Chapter 6, "Graphic Tools and Effects" > "The Fill Effect"*

Gradient fill
Relates information: *Chapter 6, "Graphic Tools and Effects" > "The Fill Effect"*

Stroke
Relates information: *Chapter 6, "Graphic Tools and Effects" > "The Stroke Effect"*

Texture
Relates information: *Chapter 6, "Graphic Tools and Effects" > "Applying Textures"*

Material
Relates information: *Chapter 6, "Graphic Tools and Effects" > "Applying Materials"*

Image-based material
Relates information: *Chapter 6, "Graphic Tools and Effects" > "Applying Materials"*

Transformation
Relates information: *Chapter 6, "Graphic Tools and Effects" > "Transformations"*

Spline transformation
Relates information: *Chapter 6, "Graphic Tools and Effects" > "Transformations"*

Shadow
Relates information: *Chapter 6, "Graphic Tools and Effects" > "The Shadow Effect"*

Glow
Relates information: *Chapter 6, "Graphic Tools and Effects" > "The Glow Effect"*

Using Styles

A style is a set of effects that can be applied at once. Styles are located in the *Styles* tab of the right side panel. Choose **View > Styles Panel** to open it.

Styles are grouped into categories. You can choose a category in a pop-up menu at the top. You can add custom styles to the library.

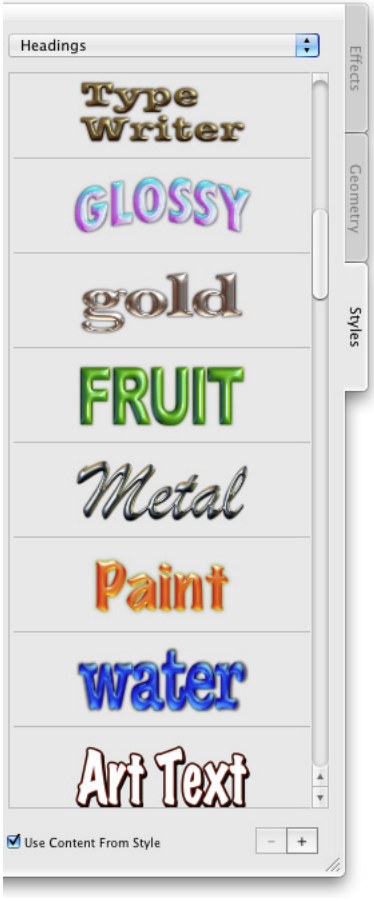
To apply a style, select it in the side panel. The selected style will be applied to the active layer.

Parameters of applied effects can be saved as a custom style. This is useful when you need to create several pieces of text or several images with the same effects.

To add a new style, click the "+" button.

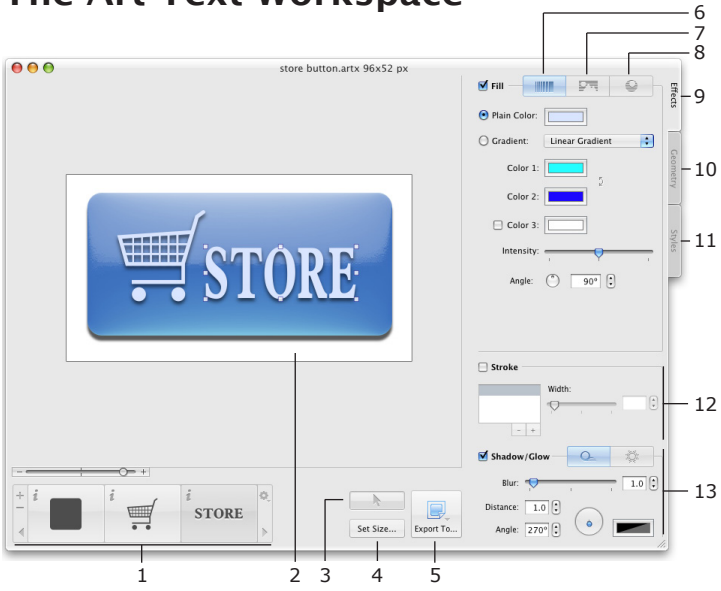
To remove a custom style, select it in the list and click the "-" button. Built-in styles cannot be removed.

The **Use content from style** option lets you choose whether to show the selected style with the default content or with your own. Note that the default content was selected as the best for demonstrating the style.


Headings
Type Writer
GLOSSY
gold
FRUIT
Metal
Paint
water
Art Text
Use Content From Style
Effects
Geometry
Styles

Chapter 3: Art Text Interface

The Art Text Workspace



1 – The Layer bar displays icons of all layers in your document. It lets you add and delete layers, change their stacking order, and change the layer content.

2 – Canvas. This is the area where you preview the image.

3 – The "Hide/Show Layer Border" button. Handles on the border are used for resizing objects.

4 – The Set Size button. Click it to change the document size (dimensions of the final image).

5 – The "Export To..." button. Click it to copy the image to the clipboard or export it to a graphic file.

6 – The plain color and gradient fill tools.

7 – The texture library.

8 – The material library.

9 – The Effects tab contains the Fill section, the texture and material libraries.

10 – The Geometry tab contains transformation patterns.

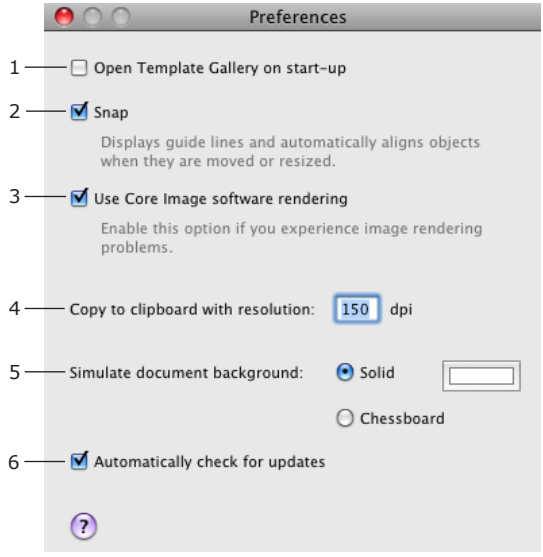
11 – The Styles tab contains the library of styles (pre-designed sets of effects that can be applied at once).

12 – The Stroke tool.

13 – The Shadow and Glow tools.

Program Settings

To open program settings, use the **Art Text > Preferences** menu.



1 – Open the built-in library of templates when the program starts.

2 – Automatically align an object to other objects when you move or resize it.

3 – Use Core Image software renderer – activates software rendering instead of rendering by the graphic processor. Select this check box when the exported image contains artifacts (for instance, unwanted vertical or horizontal lines across the image). Software rendering may be slower than rendering by the graphic processor.

4 – Resolution of images copied to the clipboard. It is important when you copy the final image to another application.

5 – Color of the document background. It is simulated on the canvas. The chessboard background lets you see transparent parts of your design. The **Solid** color is used for the background of the exported image if the selected graphic format doesn't support transparency (see *Chapter 7, "Exporting" > "Transparent Background"*).

6 – Specifies whether the program automatically checks for updates. To check for updates manually, choose **Art Text > Check for Updates...**

Art Text Menus

The "Art Text" Menu

About Art Text	Display the dialog with information about the program.
License	Open the registration dialog box.
Check for Updates	Check for the latest update on the Internet.
Preferences (Cmd-",")	Bring up the program preferences dialog.
Quit Art Text (Cmd-Q)	Quit the application.

The "File" Menu

Template Gallery (Cmd-Shift-N)	Open a library of pre-designed documents.
New (Cmd-N)	Create a new document.
Open (Cmd-O)	Open a document.
Open Recent >	Open one of recently edited documents.
Close (Cmd-W)	Close the open document window.
Save (Cmd-S)	Save the current document.
Save As (Cmd-Shift-S)	Save a copy of the current document.
Revert	Cancels all the changes in the current document that were made after the last saving.
Export (Cmd-E)	Export the current document to a graphic file.
Save Layer As Style (Cmd-Opt-S)	Save the active layer to the library of styles, custom section.
Page Setup (Cmd-Shift-P)	Open the standard Page Setup dialog for changing the size, orientation and other parameters of the page.
Print (Cmd-P)	Bring up the standard Print dialog.

The "Edit" Menu

Undo (Cmd-Z)	Reverse the last operation you performed.
Redo (Cmd-Shift-Z)	Reverse the last Undo operation.
Cut (Cmd-X)	Cut selected text (in the text editor only).
Copy Selected (Cmd-C)	Copy selected layer(s) into the Clipboard.
Copy All Layers (Cmd-Opt-C)	Copy all layers into the Clipboard.
Paste (Cmd-V)	Paste the content of the Clipboard.
Select All (Cmd-A)	Select all layers if the main window is activated. Select all text in the text editor if the Layer Content window is activated.
Duplicate (Cmd-D)	Duplicate the selected layer(s).
Document Size (Cmd-Y)	Open the Document Size dialog box.
Special Characters (Cmd-Opt-T)	Open the Special Characters palette.

The "View" Menu

Zoom In (Cmd-=)	Zoom in the current view.
Zoom Out (Cmd-"-")	Zoom out the current view.
Actual Size	Display the actual document size.
Effects Panel (Cmd-1)	Open the Effects panel.
Geometry Panel (Cmd-2)	Open the Geometry panel.
Styles Panel (Cmd-3)	Open the Styles panel.
Show/Hide Object Handles	Show or hide handles of the selected object.

The "Layers" Menu

Select All (Cmd-A)	Select all layers.
Add Layer (Cmd-Shift-L)	Add a new layer to the top of layer stack.
Remove Layer (Cmd-Backspace)	Delete the selected layer.
Union (Cmd-U)	Merge layers using the union operation.
Join (Cmd-J)	Merge layers using the join operation.
Subtract	Merge layers using the subtract operation.
Intersect	Merge layers using the intersect operation.
Split into Letters (Cmd-Ctrl-Opt-T)	Put each character of the selected text layer into a separate layer.
Extract a Letter (Cmd-Ctrl-Opt-E)	Put the selected part of the selected text layer into a separate layer.
Select Next Layer (Cmd-])	Move the layer selection to the right in the layer bar. The layer located in front of the current will be selected.
Select Previous Layer (Cmd-[)	Move the layer selection to the left in the layer bar. The layer located behind the current will be selected.

The "Format" Menu

Font > Show/Hide Fonts (Cmd-T)	Open the Fonts panel.
Font > Bold (Cmd-B)	Modify the properties of the selected text.
Font > Italic (Cmd-I)	
Font > Bigger (Cmd-Opt-=)	Increase/decrease the size of the selected text.
Font > Smaller (Cmd-Opt-"-")	
Font > Kern	Modify the properties of the selected text.
Font > Ligature	
Font > Baseline	
Text > Align Left (Cmd-{)	Align text to the left, right, center or justify it.
Text > Center (Cmd-|)	
Text > Align Right (Cmd-})	
Text > Justify	
Move to Center (Horizontally) (Cmd-Shift-H)	Center the selected object.
Move to Center (Vertically) (Cmd-Shift-V)	
Fit to Document	Fit the content to the document size constraining proportions.
Resize to Document	Fit the content to the document size without constraining proportions.
Show/Hide Color (Cmd-Shift-C)	Display the Colors panel.

The "Window" Menu

Minimize (Cmd-M)	Minimize the currently active window.
Zoom	Fit the program window to the screen size.
Show/Hide Layers Panel (Cmd-L)	Show or hide the Layers panel.
Show/Hide Layer Content (Cmd-Shift-I)	Show or hide the Layer Content window.

The "Help" Menu

Art Text Help (Cmd-?)	Open Help documentation delivered with the application.
BeLight Software Web Site	Open the web site of the Art Text manufacturer.
Send Feedback…	Lets you send feedback to the developers by e-mail.
Online Registration…	Open the online registration form.

Art Text Keyboard Shortcuts

Documents

Cmd-S	Save the current document.
Cmd-Shift-S	Save a copy of the current document.
Cmd-Opt-S	Save the active layer to the library of styles into the custom section.
Cmd-O	Open a document.
Cmd-N	Create a new document.
Cmd-Shift-N	Open a library of pre-designed documents.
Cmd-E	Export the current document to a graphic file.
Cmd-W	Close the active document window.
Cmd-Q	Exit the application.
Cmd-Z	Reverse the last operation you performed.
Cmd-Shift-Z	Reverse the last Undo operation.
Cmd-=	Zoom in the current view.
Cmd-"-"	Zoom out the current view.
Cmd-Y	Open the Document Size dialog box.

Windows and Panels

Cmd-","	Bring up the program preferences dialog.
Cmd-Shift-C	Display the Colors pane.
Cmd-Opt-T	Open the Special Characters palette.
Cmd-M	Minimize the currently active window.
Cmd-Shift-P	Open the standard Page Setup dialog for changing the size, orientation and other parameters of the page.
Cmd-P	Bring up the standard Print dialog.
Cmd-Shift-I	Show or hide the Layer Content window.
Cmd-L	Show or hide the Layers panel.
Cmd-1	Open the Effects panel.

Cmd-2	Open the Geometry panel.
Cmd-3	Open the Styles panel.

Layers and Objects

Cmd-Shift-L	Add a new layer to the top of layer stack.
Cmd-Backspace	Delete the active layer.
Cmd-C	Copy selected layer(s) into the Clipboard.
Cmd-Opt-C	Copy all layers into the Clipboard.
Cmd-V	Paste the content of the Clipboard into a new layer.
Cmd-X	Cut selected layer(s).
Cmd-A	Select all layers.
Cmd-D	Duplicate the current layer.
Cmd-Shift-H	Center the selected object horizontally.
Cmd-Shift-V	Center the selected object vertically.
Cmd while moving an object	Disable the snap function.
Cmd-J	Merge layers using the join operation.
Cmd-U	Merge layers using the union operation.
Cmd-]	Move the layer selection to the right in the layer bar. The layer located in front of the current will be selected.
Cmd-[	Move the layer selection to the left in the layer bar. The layer located behind the current will be selected.
Cmd-Ctrl-Opt-T	Put each character of the selected text layer into a separate layer.
Cmd-Ctrl-Opt-E	Put the selected part of the selected text layer into a separate layer.

Text Editing and Formatting

Cmd-V	Paste text from the Clipboard into the edit box.
Cmd-A	Select all text in the text editor of the Layer Content window.
Cmd-{	Align left.
Cmd-|	Center text.
Cmd-}	Align right.
Cmd-T	Display the Font panel.
Cmd-B	Make text bold.
Cmd-I	Turn text to italic.
Cmd-Opt-=	Increase the font size.
Cmd-Opt-"-"	Decrease the font size.

Vector Editor

Opt-L	Activate the Straight Segment tool.
Opt-C	Activate the Curved Segment tool.
Opt-R	Activate the Rectangle tool.
Opt-O	Activate the Ellipse tool.
Opt-+	Add a point.
Backspace	Remove a point.
Opt-Space	Remove all.
Cmd+A	Select all.

Other

Cmd-?	Open the built-in Help.

Chapter 4: Working with Documents

Using Templates

To access templates, choose **File > Template Gallery** (**Cmd-Shift-N**). Templates are grouped into categories. To open a different category, click on its name at the bottom of the window.

To open a template, double-click on its thumbnail. Or click on a thumbnail followed by the **Choose** button.

You can use templates to learn the program or modify them to create a new document.

Note that templates and styles are not the same. A template is a complete document. A style is a set of settings that can be applied to your text or image. Templates can consist of one or several layers.

Creating, Opening and Saving Documents

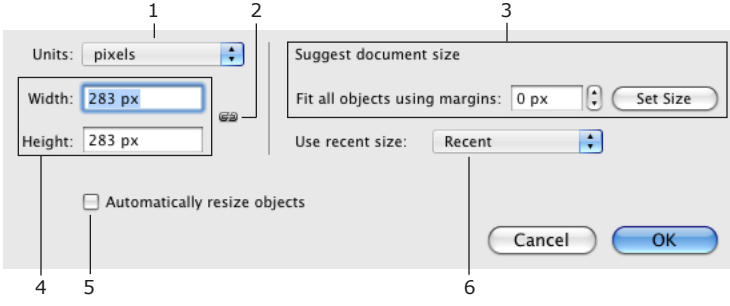
To create a new document, choose **File > New** in the menu.

To open an existing document, choose **File > Open** in the menu. Or double-click on a document file in Finder.

To save a document, choose **File > Save** in the menu.

Document Size

To set up the document size, choose **Edit > Document Size**, or click **Set Size...** in the main window.



1 – Measurement units used for the whole application.

2 – Maintain proportions when one of document sides was changed. The current document width and height are used to calculate the side proportion when you open the Document Size dialog box. This value is used to calculate new height or width until you click **OK**.

3 – The **Set Size** button changes the document size so that all visible objects are included. The amount of the blank space around the objects can be set by the margins control.

4 – Document size.

5 – The **Automatically resize objects** check box activates resizing the design when you change the document size. Proportions of the design are constrained.

6 – Choose one of previous document sizes.

For default document size for new documents, the program takes the last applied width and height.

Chapter 5: Working with Layers

Introduction to Layers and Objects

The *object* term is used here for text or an image. Note that parts of text can be separate objects as in the picture below.
An object can be selected, in this state its resize handles are displayed.

Objects in Art Text are located one over another forming a layered structure. One *layer* contains only one object. Adding or removing a layer means also adding or removing an object. No object can exist without a layer.

Some operations provided in Art Text are natural for objects (changing color or creating a shadow effect). Others are natural for layers (merging layers). When we discuss the object layering, we will talk about layers. When we mention the layer content or applying effects, we will talk about objects.

Tools for working with layers usually change the appearance of the content.

For working with layers, you will use the *Layers* panel and the *Layer* bar.
See *Chapter 5, "Working with Layers" > "Managing Layers"*.

To choose an image or edit text, you should use the Layer Content window.
See *Chapter 5, "Working with Layers" > "The Layer Content Window"*.

To modify objects, you will use the *Effects* (**Cmd-1**), *Geometry* (**Cmd-2**) or *Styles* (**Cmd-3**) tab.

Object Size and Location

Object Size

Before setting up the size of an object, check the document size that defines the size of the final image (displayed by white or chessboard background). For this, click the **Set Size** button in the main window.

To resize an object, drag its corner or side handle. If the handles are invisible, click the **Hide/Show Object Handles** button in the main window (**View > Hide/Show Object Handles**). The handles are also used to define the active layer.

To set the size of the object precisely, use the *Layers* panel. Choose **Window > Show/Hide Layers Panel** (**Cmd-L**).

To make an object to meet the document size, use **Format > Fit to Document** or **Format > Resize to Document**.

The **Fit to Document** function resizes text or image proportionally so that its bigger size fits the documents size.

The **Resize to Document** function does not constrain the proportion.

The **Use Font Size** button in the *Geometry* tab restores the original text size. After clicking the button, the size of letters corresponds the font size set in the *Fonts* panel.

Object Location

To move an object to other location, drag it with the mouse. While you are moving it around, guide lines can appear showing that the object has aligned to other object or to the center of the work area.

If this is enabled in the program *Preferences*, the object you are moving snaps to other objects. For temporary disabling the snap function, hold the **Cmd** key while you are moving an object.

To move the selected object that lays behind others, press and hold the **Option** key before you start moving the object. This will prevent occasional selection of another object.

To set up numeric coordinates of the selected object, use the *Layers* panel.

Managing Layers

Functions related to layers are located in the *Layers* panel and *Layer* bar.

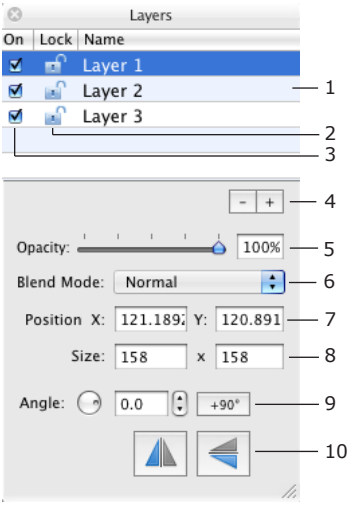
The *Layers* panel:
- adding an removing layers;
- renaming layers;
- changing the order of layers;
- changing the layer opacity;
- changing the size of an object;
- rotating layers;
- flipping the layer content.

The *Layer* bar:
- adding an removing layers;
- duplicating layers;
- changing the order of layers;
- changing the content of a layer;
- merging layers.

The Layers Panel

The *Layers* panel displays a list of layers. The active layer is highlighted. Its parameters are displayed below the list.

To open or close the *Layers* panel, choose **Window > Show/Hide Layers Panel** (**Cmd-L**).



1 – List of layers.

2 – Lock or unlock layer. Locking layers prevents them from movement and modification.

3 – Display or hide the layer content.

4 – Remove Layer and Add Layer buttons.

5 – Opacity of the layer content.

6 – Blend mode selector. See *Chapter 5: "Working with Layers" > "Blending Layers"* for more details.

7 – Position of the selected object in the document. The zero point is the bottom left corner.

6 – Size of the selected object. You can also resize the object using the resize handles.

7 – Rotate the layer content.

8 – Flip the layer content.

You can change parameters of several selected layers together. To select several layers, click on their names holding the **Cmd** or **Shift** button.

Renaming Layers

To change the layer name in the list, double-click on it.

Changing the Layer Order

The order of layer names in the list reflects the layer stacking order. It determines how objects overlap one another. The layer located at the top of the list is atop others. The layer at the bottom of the list is behind all other layers.

To change the stacking order, drag the layer name to a new position in the list.

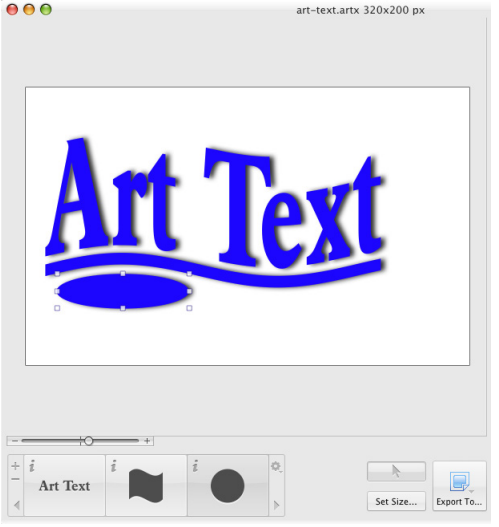
Adding and Removing Layers

Click the "plus" button to add a new layer.

To create a copy of an existing layer, use the **Duplicate** function in the *Layer* bar.

Click the "minus" button to remove the active layer.

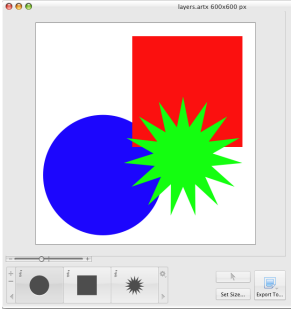
The Layer Bar

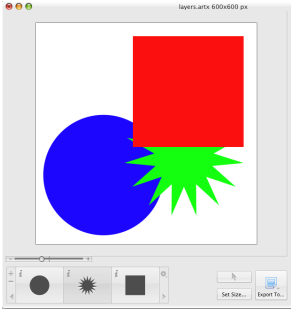


The *Layer* bar is located at the bottom of the main window and displays icons of layers. When a layer is selected, its icon becomes highlighted. Several layers can be selected to modify them together.

To change the layer stack order, drag an icon to the left or right. The rightmost icon corresponds to the top layer.

Compare the two pictures below:





The star is on top of the other shapes in the left picture. Its icon is in the rightmost position in the *Layer* bar. Moving the icon to the left (see the right picture), you move the star behind other objects on the canvas.

To change text or an image in the active layer, open the *Layer Content* window by double-clicking the layer icon.

To choose a graphic file for the active layer, you can also drag it from the Finder application and drop onto the layer icon in the *Layer* bar.

1 – Add a new layer with the default content.

2 – Delete layer and its content.

3 and 8 – Scroll layer icons.

4 – Click the "**i**" icon to open the Layer Content window.

5, 6 and 7 – Icons of layers displaying the layer content.

9 – Layer actions menu that includes the following functions:

- The **Remove** function removes a layer and its content. It does the same as the "minus" button (2).
- The **Duplicate** function creates a copy of the selected layer.
- The **Join**, **Union**, **Subtract** and **Intersect** functions create a new layer out of several selected layers. These functions are described in *Chapter 5: "Working with Layers"* > *"Merging Layers"*.
- The **Split into Letters** and **Extract a Letter** functions create several layers out of one. These functions are described in *Chapter 5: "Working with Layers"* > "Splitting Layers".
- The **Show/Hide Layers Panel** item opens and closes the *Layers* panel.
- The **Add Layer With Image...** function creates a new layer and lets you choose an image to place in it. Use this feature for adding background images.

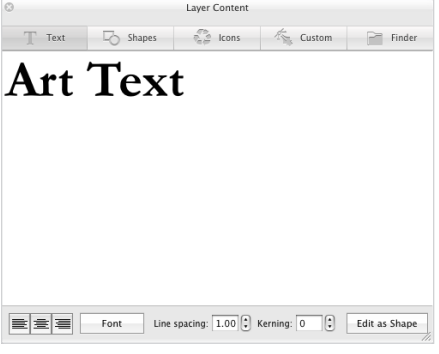
The Layer Content Window

The Layer Content window displays the content of the active layer. It lets you:

- edit text;
- choose a shape;
- choose an icon;
- choose an image file.

To open the *Layer Content* window, double-click the layer icon in the layer bar at the bottom of the main window.

Editing Text



The *Text* tab can be used as a simple text editor. You can type your text right here or paste text from other sources.

The alignment buttons affect the whole text.

The **Font** button opens the standard Font panel. You can change the font of the selected part of text or of the whole text.

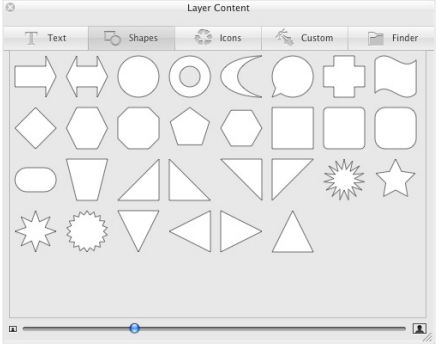
Line spacing can be applied to selected text lines or to the whole text.

Kerning changes the distance between letters of the selected text.

To convert text to a vector image, click the **Edit as Shape** button. The created image will be opened in the vector image editor.

Choosing a Shape

Open the *Shapes* tab and click on a shape thumbnail.

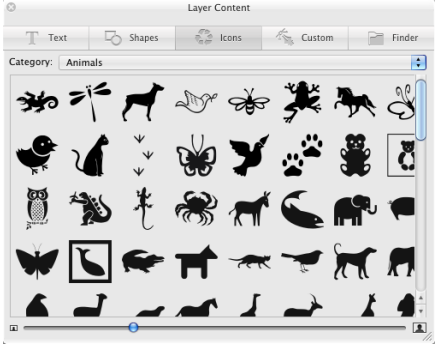


The buttons and scroll bar at the bottom change the thumbnail size.

To modify a shape in the vector image editor, double-click on it.

Choosing an Icon

Open the *Icons* tab, select a category in the drop-down menu and click on an icon thumbnail.

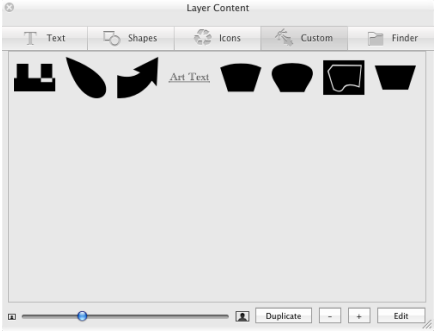


The buttons and scroll bar at the bottom change the thumbnail size.

To modify an icon in the vector image editor, double-click on it.

Choosing a Custom Vector Image

To choose an image you have previously created, open the *Custom* tab and click on an image.

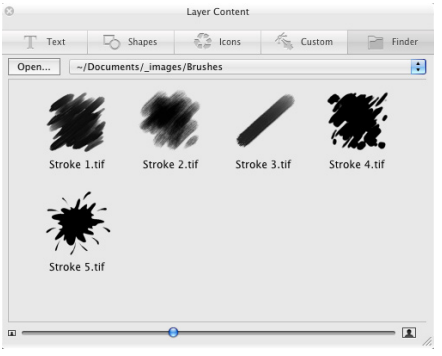


To modify an image in the vector image editor, double-click on it.

Choosing an Image File

Open the *Finder* tab, click the **Open** button and choose a folder containing images or an individual graphic file. Then click **Open**. Select an image in the *Layer Content* window.

Previously selected folders are listed in the drop-down menu. You can choose one of the folders in the list instead of navigating to it by the **Open** button.

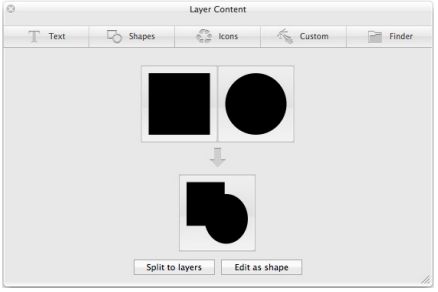


The buttons and scroll bar at the bottom change the thumbnail size.

Two other ways to open an image are either to drag and drop an image from Finder onto the canvas, or onto the layer icon. If the image you import is vector, these ways give different results. Dragging an image onto the layer icon is identical to selecting it in the **Layer Content** window. The imported image is converted in the raster format. When you drop an image onto the canvas it remains vector.

Manage Merged Layers

Once you select a layer created by merging other layers, the *Layer Content* window gives you an option to split the current layer into the original ones. Also you can open the current layer in the vector editor. The vector editor saves the modified shape to the *Custom* library. You cannot split such shape any more.



Merging Layers

Using the operations described below you can create new shapes out of overlapping shapes:

- Join layers
- Union layers
- Subtract layers
- Intersect layers

To merge layers, select two or more layers and choose **Union**, **Join**, **Subtract** or **Intersect**. These options are located in the actions menu (click on the wheel icon in the layer bar) and also under **Layers** in the main menu.

The result depends on how the objects overlay. Here matter the shape of the original objects and applied geometric transformation. Properties (such as color, shadow, texture, etc.) will be re-applied to the resulting object. The result is a single object (there is an exception for Intersect). Only selected layers are affected.

ATTENTION!

1. The operations combine objects of selected layers together in one new layer. The original layers disappear.
   The resulting object is a vector image created out of vector outlines of the original objects. Text is not text any longer but a vector image and further text editing is impossible.

2. Don't confuse merging layers with blending layers. Choosing a blending mode, you define how the content of layers will look in the final image. The content of layers stays unchanged.

Note that if you merge an image from the *Finder* tab of the *Layer Content* window, the program will use the rectangular shape of the whole image, not the alpha channel (transparency).

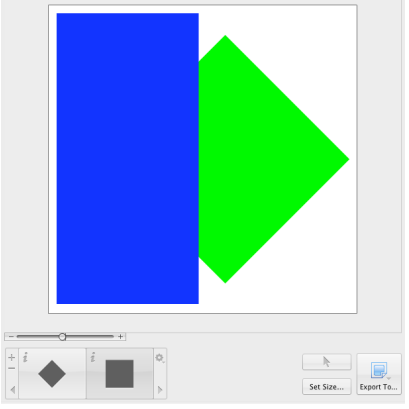
To separate the merged layers, either:

- Use the Undo command (**Cmd-Z**), or
- Double-click on the layer icon to open the *Layer Content* window. Then click the **Split to Layers** button.

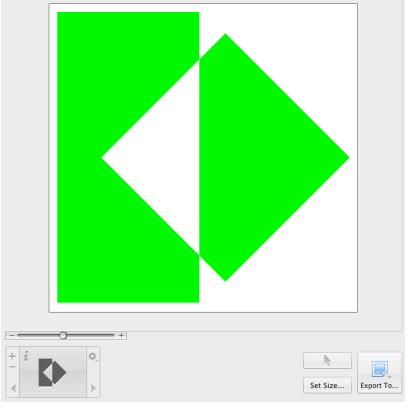
Join Layers

If the objects overlay, the overlapping area becomes excluded (transparent). Without overlaying, the result is similar to the Union operation.

Original layers



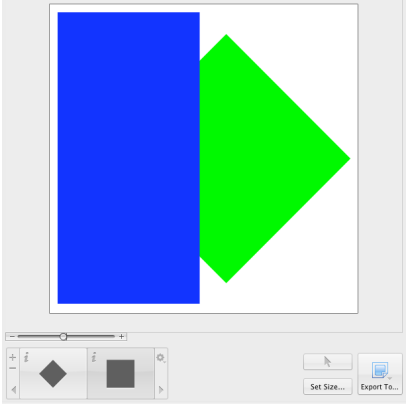
Resulting layer



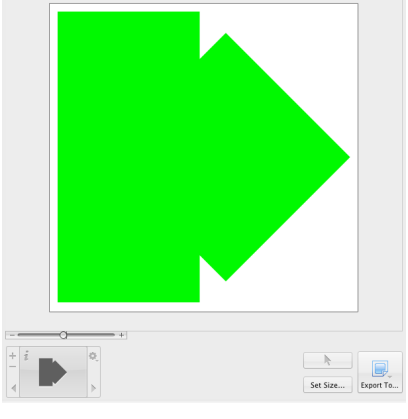
Union Layers

The resulting layer shape is sum of merged layers shapes.

Original layers



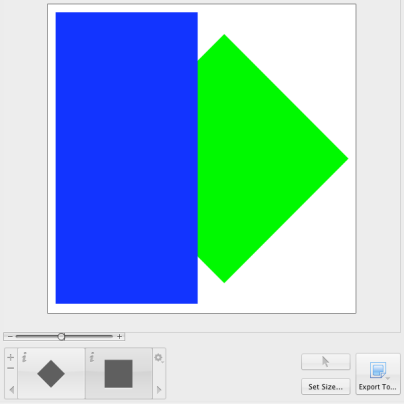
Resulting layer



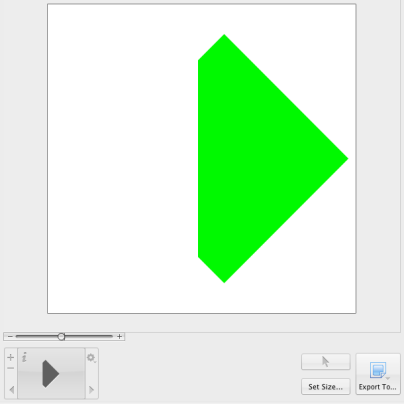
Subtract Layers

The shape of the object in the lowest layer is the basis for a new shape. The other objects determine the area(s) that will be cut off. The result is a part of the lowest object that is not overlaid by other(s). If the objects don't overlay, the result looks like the lowest object.

Original layers



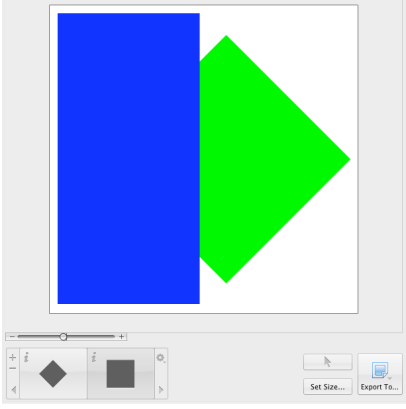
Resulting layer



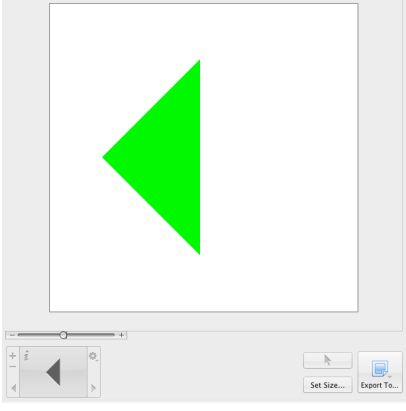
Intersect Layers

The result is the area(s) where all the selected layers overlap. If there are no such areas, the program doesn't modify the document.

Original layers



Resulting layer



Splitting Layers

Your design idea may require applying different effects to different parts of text. The program allows you to use the same color, material, or texture with the whole layer. To apply different effects to individual letters, you have to put them into separate layers.

The program can help you create multiple layers out of a text layer. To make sure that you have a text layer, double-click on it. The *Text* tab of the *Layer Content* window should open displaying the text.

Note that you cannot merge the resulting layers back to create one text layer (except using the **Edit > Undo** command).

To put each character into an individual layer:

1. Select a text layer.
2. Select **Layers > Split into Letters** (**Cmd-Ctrl-Opt-T**). Or, right-click on the layer and select **Split into Letters** in the context menu.

The original document has one layer:

After splitting, the number of layers equals the numbers of letters in the original word:

To put a part of the text into an individual layer:

1. Select a text layer.
2. Choose **Layers > Extract a Letter** (**Cmd-Ctrl-Opt-E**). Or, right-click on the layer and choose **Extract a Letter** in the context menu.
3. Select one or several characters that you want to separate.

In the same original document as in the example above, the letter "é" was separated. We have three layers that contain everything before "é", "é", and the rest of the word.

Blending Layers

The blending mode defines how a layer interacts with layers behind it.

To choose a blending mode, use the *Layers* panel (**Cmd-L**).

Some blending modes are described below with examples.

The examples show how the blending mode of the top layer (active) affects the final image compared with the default settings. Two other layers are set to the *Normal* mode. Changing blending mode of several layers, you may get different results.

The **Opacity** parameter was set to 100% by all the layers. The active layer will be shown at 100% and 50% opacity. Changing the opacity of the top layer significantly changes the final image.

- Normal
- XOR
- Plus Darker
- Plus Lighter
- Source In
- Source Out
- Source Atop
- Destination Over
- Destination In
- Destination Out
- Destination Atop

By default, a new layer has the *Normal* blending mode and 100% opacity.

Normal

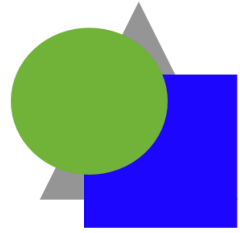
Layers appear in the original layering order.

XOR

Parts of lower layers, that are overlaid by the top layer, are excluded. Parts of the top layer, that overlay other layers, are excluded too.

XOR mode, 100% opacity

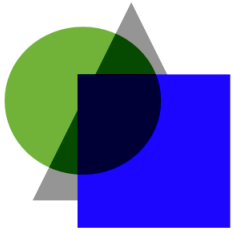
XOR mode, 50% opacity



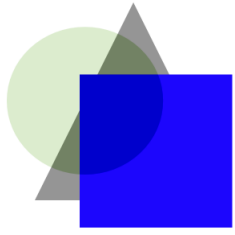
Default mode

Plus Darker

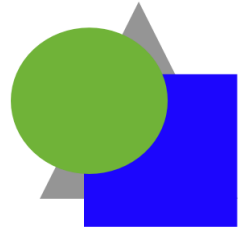
Parts of lower layers, that are overlaid by the top layer, became darker.



Plus Darker mode, 100% opacity



Plus Darker mode, 50% opacity

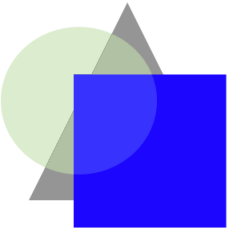


Default mode

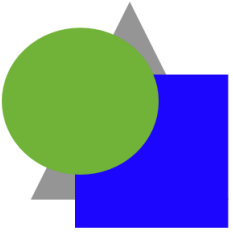
Plus Lighter

Parts of lower layers, that are overlaid by the top layer, become lighter.

Plus Lighter mode, 100% opacity



Plus Lighter mode, 50% opacity



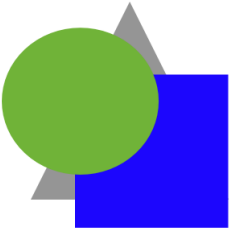
Default mode

Source In

Only those parts of the top layer remain visible, that overlay any lower layer. The rest is excluded.

Source In mode, 100% opacity

Source In mode, 50% opacity



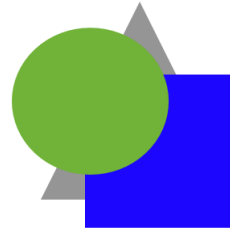
Default mode

Source Out

Only those parts of the top layer remain visible that don't overlay any lower layer. The rest is excluded.

Source Out mode, 100% opacity

Source Out mode, 50% opacity

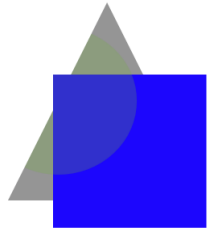


Default mode

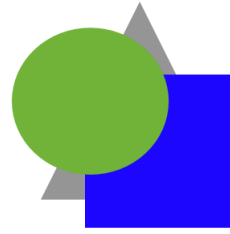
Source Atop

Parts of the top layer, that don't overlay any lower layer, are excluded.

Source Atop mode, 100% opacity



Source Atop mode, 50% opacity

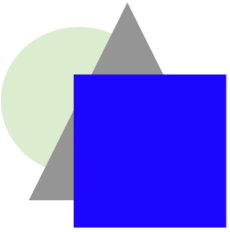


Default mode

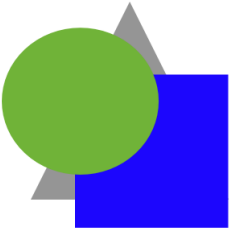
Destination Over

Parts of the top layer, that overlay any lower layer, are excluded. Looks like the top layer is behind all others.

Destination Over mode, 100% opacity



Destination Over mode, 50% opacity



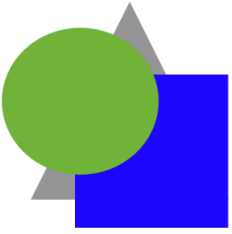
Default mode

Destination In

Only those parts of lower layers remain visible that lay behind the top layer.

Destination In mode, 100% opacity

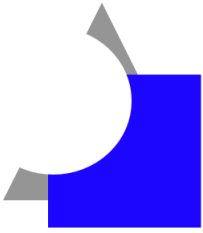
Destination In mode, 50% opacity



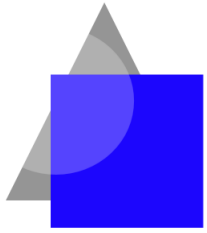
Default mode

Destination Out

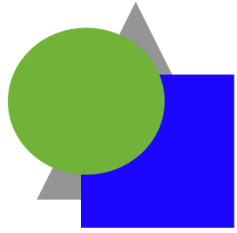
Only those parts of lower layers remain visible that are not overlaid by the top layer.



Destination Out mode, 100% opacity



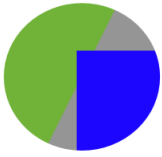
Destination Out mode, 50% opacity



Default mode

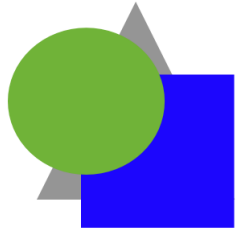
Destination Atop

Only those parts of lower layers remain visible that are overlaid by the top layer. And parts of the top layer that don't overlay any lower layer stay visible. The rest is excluded.



Destination Atop mode, 100% opacity

Destination Atop mode, 50% opacity



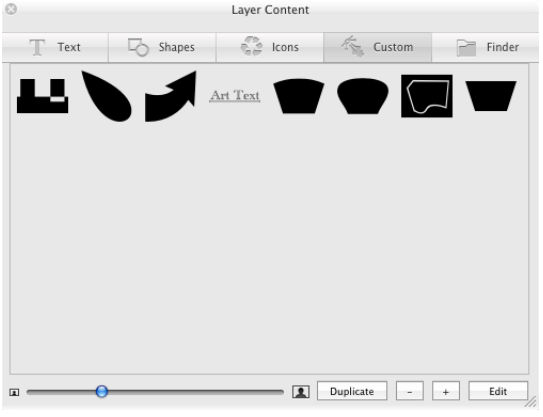
Default mode

The Editor of Vector Shapes

The built-in editor of vector shapes lets you create new vector images. Also, you can modify icons and shapes provided in the *Layer Content* window, and you can edit text as a vector shape.

The Library of Custom Images

Vector images you have created are located in the *Custom* tab of the *Layer Content* window.



To create a new image, click the "**+**" button.

To remove an image, select it and click the "**–**" button.

To create a copy of an image, select it and click the **Duplicate** button.

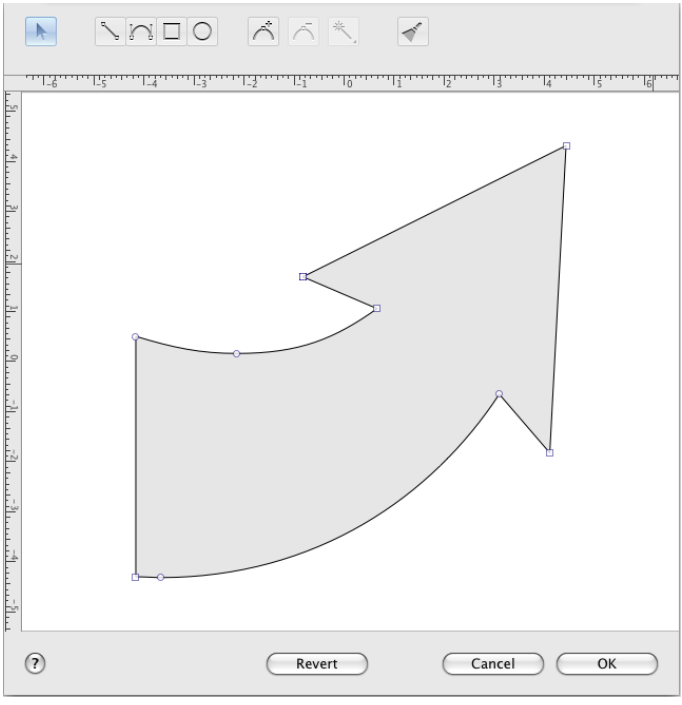
To edit an image, select it and click the **Edit** button. Or, double-click on this image.

To choose an image for the current layer, click on it.

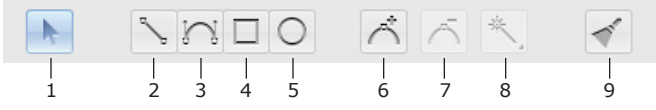
Custom images are stored in this folder:
~/Library/Application Support/BeLight Software/Art Text/IconArt/

The Interface of the Editor

To open the editor, click the **Edit** or "**+**" button in the *Custom* tab of the *Layer Content* window.



Tools in the vector editor:



1 – The selection tool is used to select or move points.

2 – The straight segment tool (**Opt-L**).

3 – The curved segment tool (**Opt-C**).

4 – The rectangle tool (**Opt-R**).

5 – The ellipse tool (**Opt-O**).

6 – Add an anchor point (**Opt-+**).

7 – Delete an anchor point (**Backspace**).

8 – Change the anchor point type.

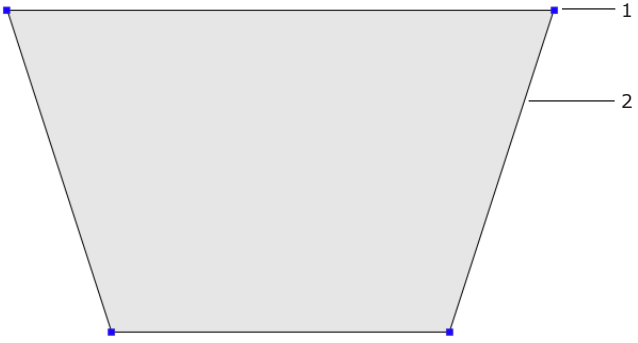
9 – Clear the canvas (**Opt-Space**).

The full list of keyboard shortcuts can be found in *Chapter 3: "Art Text Interface" > "Art Text Keyboard Shortcuts"*.

Points and Paths

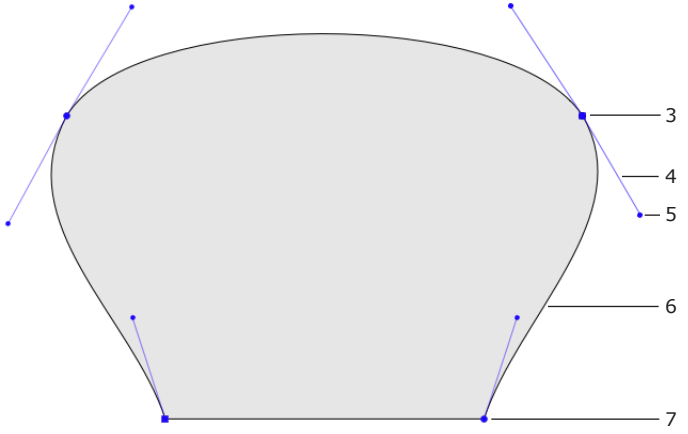
A vector shape comprises anchor points and lines that connect them. Anchor points mark the beginning and end of each line (or segment). By adding one line after another you create a path. The path must be closed. This means that it begins and ends with the same point.

Anchor points can be of two types: corner point and smooth point. When you change the type of a point, intersecting lines may change from curved to straight and vice versa.



1 – Corner point. At a corner point, a path abruptly changes direction. A corner point may join either straight or curved lines in any combination. A corner point with two straight lines doesn't have direction lines.

2 – Straight segment.



3 – Smooth point. At a smooth point, a path continue following the same direction. A smooth point joins only two curved segments.

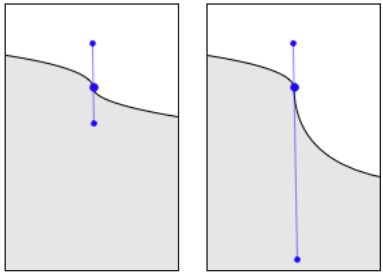
4 – Direction line.

5 – Direction point. It is a handle on the end of a direction line. Moving a direction point, you can change the length and angle of the corresponding direction line.

6 – Curved segment.

7 – Corner point.

The direction of a curved path in a smooth anchor point coincides with the direction of the direction line. Leaving the anchor point, the path branches off from the direction line. The longer the direction line is, the longer the path passes near it.

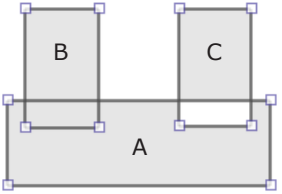


Drawing a Shape

Select the straight segment or curved segment tool. Click on the canvas to add as many anchor points as you need. Make the last click on the first point of the path to make it closed. Also, you can finish drawing by activating the selection tool. In this case the program will close the path automatically.

Images you create here are solid shapes, not contours.

The direction you draw a path matters when one shape has been drawn over another. In the picture below, shapes **A** and **B** were drawn in the clockwise direction. **C** was drawn in the counter-clockwise direction. The areas where the shapes overlap are different. The intersection area of **A** and **B** remains solid, when the intersection of **A** and **C** is a hole.



Adding Anchor Points

You add anchor points when you draw a path.

To add more anchor points, activate the adding tool and click on a path segment.

Deleting Anchor Points

To delete an anchor point, select it and click the delete button .

Changing the Type of Anchor Points

To choose other type of an anchor point, click the type button .

Moving Anchor Points

To move an anchor point drag it with the mouse. A straight segment attached to this point will change its direction. A curved segment will change the direction and shape.

To switch off the smart guides and snap function when you move an anchor point, press and hold the **Ctrl** key.

Chapter 6: Graphic Tools and Effects

Basics

The original data for an Art Text document is text or an image (object). At the beginning you add text or choose an image and then apply graphic effects to it. A document can contain multiple objects. Combining them, you can create a complex design. Each individual object is located in its own layer.

In Art Text you can:

- Fill objects with plain color
- Fill objects with gradient colors
- Apply textures
- Apply materials
- Change object's shape
- Resize changing or keeping the side proportion
- Create a new shape by merging two layers

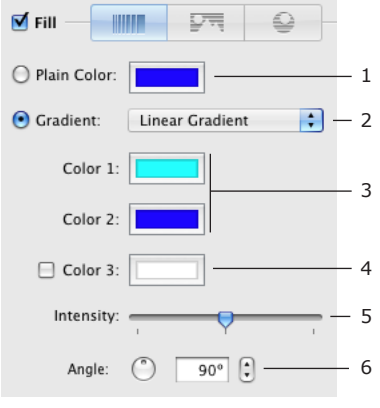
An object is a vector shape or icon, text (vector by its nature) or raster image. Raster images do not support transformations. To apply materials, a source image should have areas with different transparency (not 100% over the whole image). Otherwise, a 3D effect will be applied to the rectangular image bound instead of image details.

Not all effects can be combined with others. You can apply one of this: plain color fill, gradient fill, texture or material. You can apply only one transformation to an object.

Most effects can be applied to several selected objects.

The Fill Effect

To open the fill tools, choose the *Fill* section in the *Effects* tab.

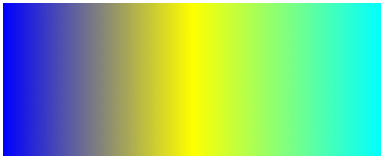


1 – The Plain Color tool.

2 – The Gradient tool. Choose linear or radial gradient.

3 – Gradient colors.

4 – An additional gradient color. It appears between two main colors.



5 – The Intensity parameter defines how the image space is distributed among colors.

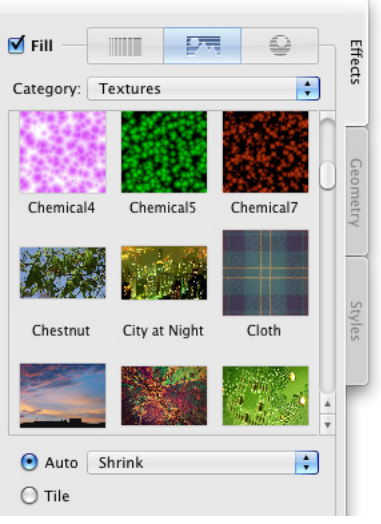
6 – An angle of the linear gradient.

7 – The radial gradient's control. You can change the location of the middle color.

Applying Textures

Art Text can apply textures to text and images. Textures can be taken from the built-in library or from your hard drive. To open the library of textures, choose the *Texture* section in the *Effects* tab.

Choose the *Finder* item to use images from your hard drive. You can select an individual image, one or several folders.



To apply a texture, choose a texture category then click on a thumbnail.

To apply a texture image located on the hard drive, drag the image from the *Finder* and drop onto an object on the canvas.

Two radio buttons below thumbnails define how a texture should fit the image area. The **Auto** option resizes an image automatically. The **Tile** option lets doing this manually.

The original shape to which a texture is applied.

The original image used as a texture.

Auto > Stretch deforms an image to fit the shape.

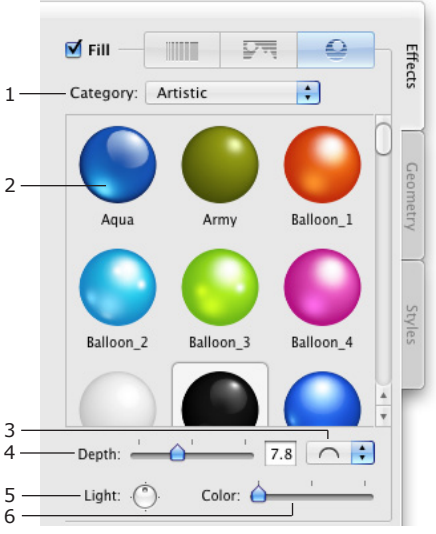
Auto > Shrink fits the texture to the larger shape size. A part of the texture can be invisible.

The **Tile** option lets you choose the texture size and position inside the shape.

Applying Materials

Materials are used in Art Text for creating 3D looking text and images, to give glassy, metal, plastic look to an object, and for other effects.

The built-in library of materials is located in the *Shading* section on the *Effects* tab.



1 – Material category selector.

2 – The thumbnail of a material. The applied one has white background.

3 – 3D shape (bevel) selector. It is not available for image-based materials.

4 – The amount of the bevel effect.

5 – Rotate the applied material. For 3D looking objects, this control moves light spots around the center of the object.

6 – Color. By default, color of the original material is applied. You can change it.

There are two kinds of materials: based on shader technology and based on images. The majority of materials are shader-based. Image-based materials are grouped into separate categories in the library.

To apply a material to an object in the active layer, choose a material category (1) and click on a material thumbnail (2).

When you apply a material to an image opened from a graphic file, be sure that the image has areas with different transparency (not 100% over the whole image). Otherwise, a 3D effect will be applied to the rectangular image bound instead of image details.

Bevel Shape

This option is available only for shader-based materials.

Note that straight and concave shapes can produce similar results. To get different pictures, use materials with a light spot near the center.

Light

The **Light** control moves the light spots around the center. This lets you simulate light falling onto a 3D object from the top or from a side.

When your design consists of several 3D objects, you can adjust the location of light spots as if they appeared from the same light source.

Depth

At lower values you will get an object looking almost flat. The slider covers the most appropriate range of values 0 – 20. To set greater values, use the edit box.

An image below shows circles with the **Depth** parameter set to 7, 15 and 30.

At the same **Depth** value, the result depends on the size of the object. After some point, increasing **Depth** will not change the final image. Small objects can loose 3D look at too large values. See how circles 50x50, 100x100 and 150x150 pixels look at **Depth** = 15.

Color

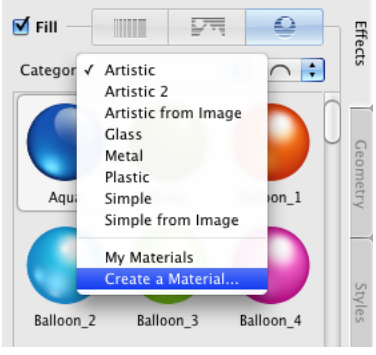
The **Color** control changes all colors in a way similar to the **Hue** parameter in the standard *Colors* panel. Black, white and grayscale colors will stay unchanged.

The Editor of Materials

Art Text material editor lets you create two types of materials: materials based on shaders (light spots) and materials based on images.

To create a new material, select **Create a Material** in the material category drop-down list.

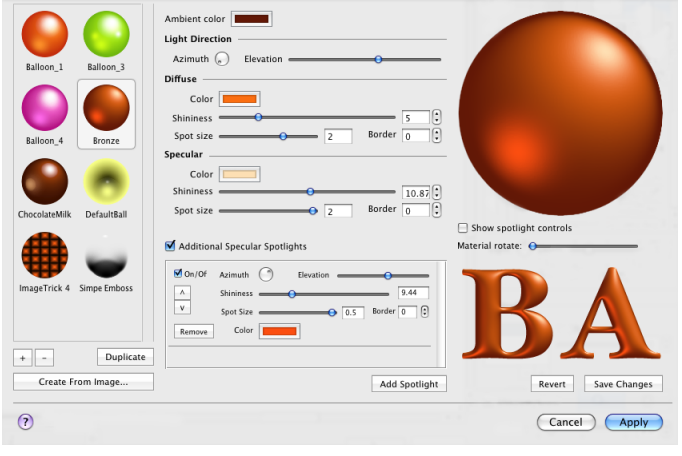
To edit an existing custom material, double click on its thumbnail. You cannot modify a built-in material, but you can modify and save its copy. To do this, double-click a material thumbnail in the library.



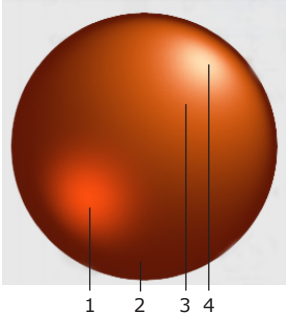
Materials Based on Shaders

In a shader-based material, light spots on a specular surface are simulated to create 3D looking objects. The editor of materials allows you adjusting light spots and previewing the result on a sample sphere and on letters.

The window of the editor shows a list of custom materials. Buttons below the list let you add, remove and make a copy of the selected material. The middle part of the window shows parameters of the selected material. Samples of an applied material are displayed on the right.



Types of Light Sources



1 – Additional specular light.

2 – Ambient color.

3 – Diffuse color.

4 – Main specular light.

Ambient Light

The ambient light is emitted by a general indirect source. In 3D graphics the ambient color is used as color of object part laying in shadow.

Without the ambient light (color is set to black), the object in shadow is black.

Diffuse

Diffuse is not really a source of light. Diffuse color is used to describe how the object will look at poor white lighting. It is used to make an object have some color when it is under light.

Specular

Specular light is the light reflected by the object in some direction. It seems like highlight from spot light source.

The program supports multiple specular light sources. To add more specular highlights, click the **Add Spotlight** button.

To turn on/off all additional spotlights, use the **Additional specular spotlights** option. For separate control, use **On/Off** options of individual spotlights.

To remove an additional spotlight, click its **Remove** button.

"^" and "v" arrows change the order of additional spotlights. Their order can affect the resulting image.

Parameters of Light Sources

Azimuth defines the horizontal direction from which the light is shed. In other words, the **Azimuth** control rotates a light spot around the sample sphere center.

Elevation defines how high the light source is located. The central position of the slider sets the source right above the sphere.

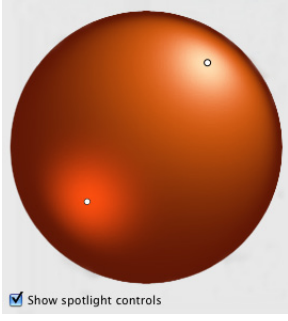
Shininess defines the intensity of reflected light. Shininess is used in 3D graphics to show how the highlight from the given spot light source looks from different viewer's positions. When the look direction coincides with the direction of the reflected light, the highlight has maximum brightness. This corresponds to the minimum value of **Shininess**.

Spot Size defines the size of highlight. At greater values of the **Spot Size** the surface looks matte, at lower - glossy.

Border sets how smooth the edge of the light spot is.

Changing the Location of Spotlights

Apart from the **Azimuth and Elevation** controls, the location of spotlights can be changed right on the sample sphere. For this, select the **Show spotlight controls** option. Small circles that appear in the preview are handles. Drag a handle with the mouse to move the corresponding light spot. The bigger handle corresponds to the main specular light.

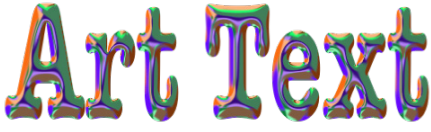


Materials Based on Images

Using images, you can create materials that give a result similar to shaders as well as completely different pictures.

To create a new material, select *Create a Material* in the material category drop-down list. In the material editor, click the **Create from Image** button and choose a graphic file. Then close the editor. Any further adjustments can be made in the main window.

An example of image-based material:



Materials based on images and shaders can give similar results.

The Stroke Effect

The stroke effect makes text and vector shapes outlined. If you apply the tool to an imported image, its rectangular edge will be outlined.

The **Stroke** tool is located in the main window, the **Effects** tab.

1 – List of lines. The current line is highlighted. Double-click a line to change its color.

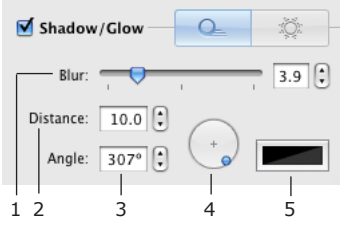
2 and 3 – The Remove and Add Line buttons. You cannot delete the last line. If you don't want it, turn the effect off using the check box.

4 – The Width control defines the width of the current line. You can add multiple lines with different width and color.

If spaces between letters are too small, set a larger value of the Kerning parameter. Double-click the layer icon below the canvas to open the text editor. Kerning is located at the bottom of the editor.

The Shadow Effect

The *Shadow* tool is located in the bottom-right corner of the main window.



1 – The Blur parameter.

2 – The Distance between the object and shadow.

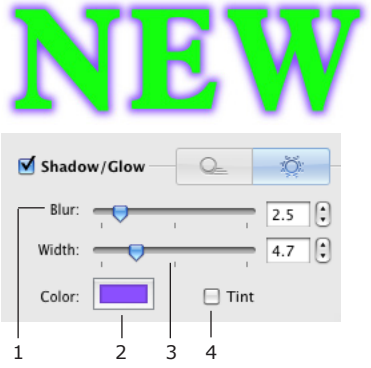
3 – The angle of the shadow.

4 – The shadow location control. It changes the distance and angle at once.

5 – The color of the shadow.

The Glow Effect

The *Glow* tool is located in the bottom-right corner of the main window.

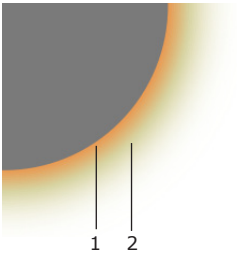


1 – The Blur parameter.

2 – The color of the glow effect.

3 – The width of the glow effect.

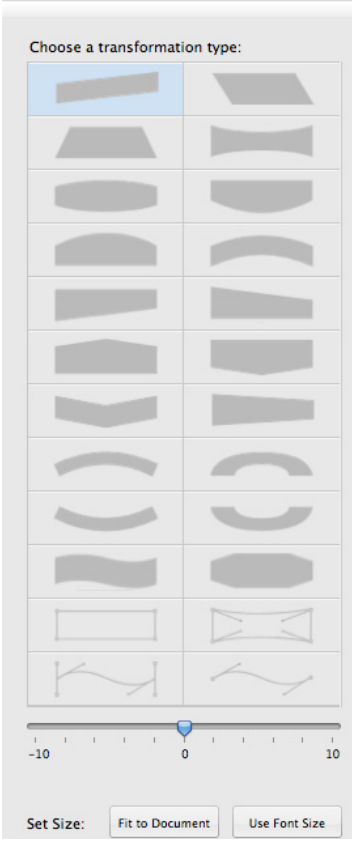
4 – Tint color check box. When it is selected, the second color button appears and you can create bi-color glow. In the picture below, (1) is the main color and (2) is the tint color.



Transformations

Transformation effects create geometric distortion of text or a vector image (shape or icon from the internal library). Transformation does not work with custom images. Using the transformation tools, you can also change the text or image size.

The transformation tools are located in the *Geometry* tab.



To apply a transformation, click on its thumbnail and adjust one or several transformation parameters.

To restore the default state of an object, click the **Reset** button.

When several objects are selected, you can use only geometric transformations.

Geometric Transformations

Geometric transformations have dark shapes on thumbnails and are located at the top.

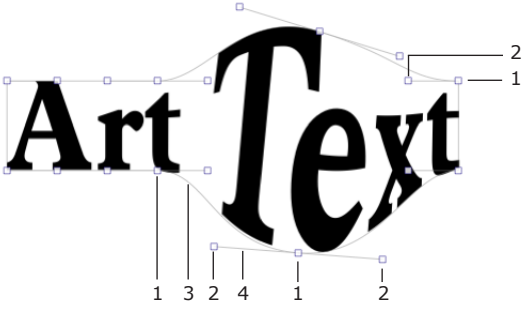
An image or text has a frame with handles. Moving the frame corner handles resizes the content proportionally. With the **Shift** key pressed, the proportion of sides will change.

Moving the side handles changes width or height of the content. With the **Option** key pressed, you will scale the frame from the middle, rather than from the side.

Frame handles of the *Frame* transformation allow you to change the shape of the frame itself. Unlike other geometric transformations, it allows you to move the handles separately.

Spline Transformations

Spline curves are linked to an image or text. When you change the shape of a curve, the content changes accordingly.



A spline curve is controlled by two types of handles: knot point (1) and direction line handle (2). The curve consists of one or multiple segments (3) with knot points on its ends. The Spline-Curve transformation lets you adding curve segments. Others have constant number of segments.

The shape of the curve is determined by the length and slope of the direction line (4). To control a direction line, drag its handle (2). For more significant change, move knot points (1).

Note that the Curved Text transformation does nothing with a single letter and an image except for rotation and resizing.

A transformation result can be used as a separate effect or as a part of a complex design.

The **Resize** button lets you choose the transformation adjusting mode or the resize mode. The resize handles are square. The transformation control handles are round.

The Set Size Controls

You can change the object size by moving handles. In addition to this, there are two buttons.

The **Fit to Document** button resizes text or image proportionally so that its bigger size fits the documents size.

The Use **Font Size** button restores the original text size. After clicking the button, the size of letters corresponds to the font size set in the **Fonts** panel.

Chapter 7: Exporting

Exporting

Your work can be exported to a graphic file or copied to the clipboard.

Depending on the effects you have used, you can get a vector or raster image when saving to the PDF format. Vector images are created only when you use plain color fill, stroke and transformation effects. If other effects were used, you will get a *raster image*.

To export an image to a graphic file:

1. Check the image size.
   For this, click **Set Size** in the main window.

2. Click the **Export To** button and choose **Export to File** in a pop-up menu.
   Or choose **File > Export**.

3. Type file name and choose the destination folder.

4. Choose image format in the **Format** drop-down list.

5. Adjust other settings if they are available for the selected format (resolution, quality, compression, transparency).

6. Click **Save**.

Copying an Image to the Clipboard

Check image resolution in the program *Preferences* (**Art Text > Preferences**). Then click the **Export To** button in the main window and choose **Copy to Clipboard**.

Transparent Background

Art Text can create and export images with transparent background. For this the following conditions should be met.

Condition 1

To export an image with the transparent background (alpha channel), your design should have the transparent background. To check this out, switch the canvas to the Chessboard background in the program *Preferences* (**Cmd-,**). The chessboard will be seen through transparent parts of your design.

Condition 2

When you export your work to an image, use a graphic file format that supports transparency (alpha channel). In Art Text, choose one of the following formats: PDF, TIFF, PNG, GIF (set **Include Transparency**), EPS.

Condition 3

It doesn't really concern Art Text, but you should know this. Applications that will receive an image (exported or copied via the clipboard) should support the alpha channel. If an image has white or black background in another program, export from Art Text with another file format.

Replacing Transparency with the Solid Color

When you export to the graphic format that doesn't support transparency, the transparent parts are filled with a solid color used for the canvas background. This color is white by default. To choose another color, open the program *Preferences* dialog (**Cmd-,**) and select the **Solid** radio button. Then select the color.