Art Text 3

Contents

Brief Description

The Art Text application is designed 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 (such as shadow, glow and stroke)
- 3D effects (such as adjustable color, shape and light)
- Transformations (geometric deformation of text or images)
- Libraries of textures, backgrounds and other graphic content

The program is supplied with well-tuned templates and presets which can serve as a starting point for your designs.

System Requirements

- Mac OS X v10.10 or later
- 800 MB of available disk space

Licensing

You can find your license code in the purchase confirmation email.

To enter the license code:

1. Open the application.

2. Bring up the *License* dialog by choosing **Art Text 3 > License...** in the menu.

3. Enter your name and license code.

It is recommended that you keep the e-mail containing your license code in a safe place in case you re-install or update the application.

The unlicensed 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, enter a license code.

To upgrade from the trial to licensed version of the program, you need to purchase and enter a license code. See details on BeLight's web site:
http://www.belightsoft.com/store/arttext.php

Licensing is not needed if the application was purchased on the Mac App Store.

Updating the Program

To check for updates manually, choose **Art Text 3 > Check for Updates...** in the menu.

To check for updates automatically, select the corresponding check box in the program Preferences (**Cmd-,**).

To update the application purchased on the Mac App Store, use the App Store application.

Removing the Program

To completely remove the program and all of its components, delete the following files and folders.

Program downloaded from the developer's site:
/Applications/Art Text 3.app
~/Library/Preferences/com.belightsoft.ArtText3.plist
~/Library/Application Support/BeLight Software/Art Text 3

Program downloaded from Mac App Store:
/Applications/Art Text 3.app
~/Library/Containers/com.belightsoft.ArtText3

"~" means the user's Home folder.

Note that folders marked with bold font can store user's 2D and 3D materials, and custom shapes. Don't remove these folders if you are going to use your materials or shapes in the future.

To access any path listed above, copy it. In Finder, choose **Go > Go to Folder** (**Cmd-Shift-G**). Then paste the path into the edit box, and click the **Go** button.

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/support.php

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 OS X installed on your computer.
- Your previous actions that could have led 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 Home – Information about Art Text, links to the Download, Latest Update, Buy, and FAQ sections.

BeLight Software – Check it out for updates, new product announcements, and special offers.

BeLight Software Support – Visit this link if you have questions about the software.

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NOTE: Mac App Store customers should refer to the standard App Store EULA.

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Quick Start Guide

This guide will give you an idea of how you can create a new design in Art Text. There are many possible ways to do that. Here, we are going to learn a simple method. Although the guide comprises a sequence of steps, you can change their order, skip some of them, or add new ones.

For a better understanding of the location and names of the program controls, it is recommended that you look through The Main Window section beforehand. An image below shows the most important parts of the main window.
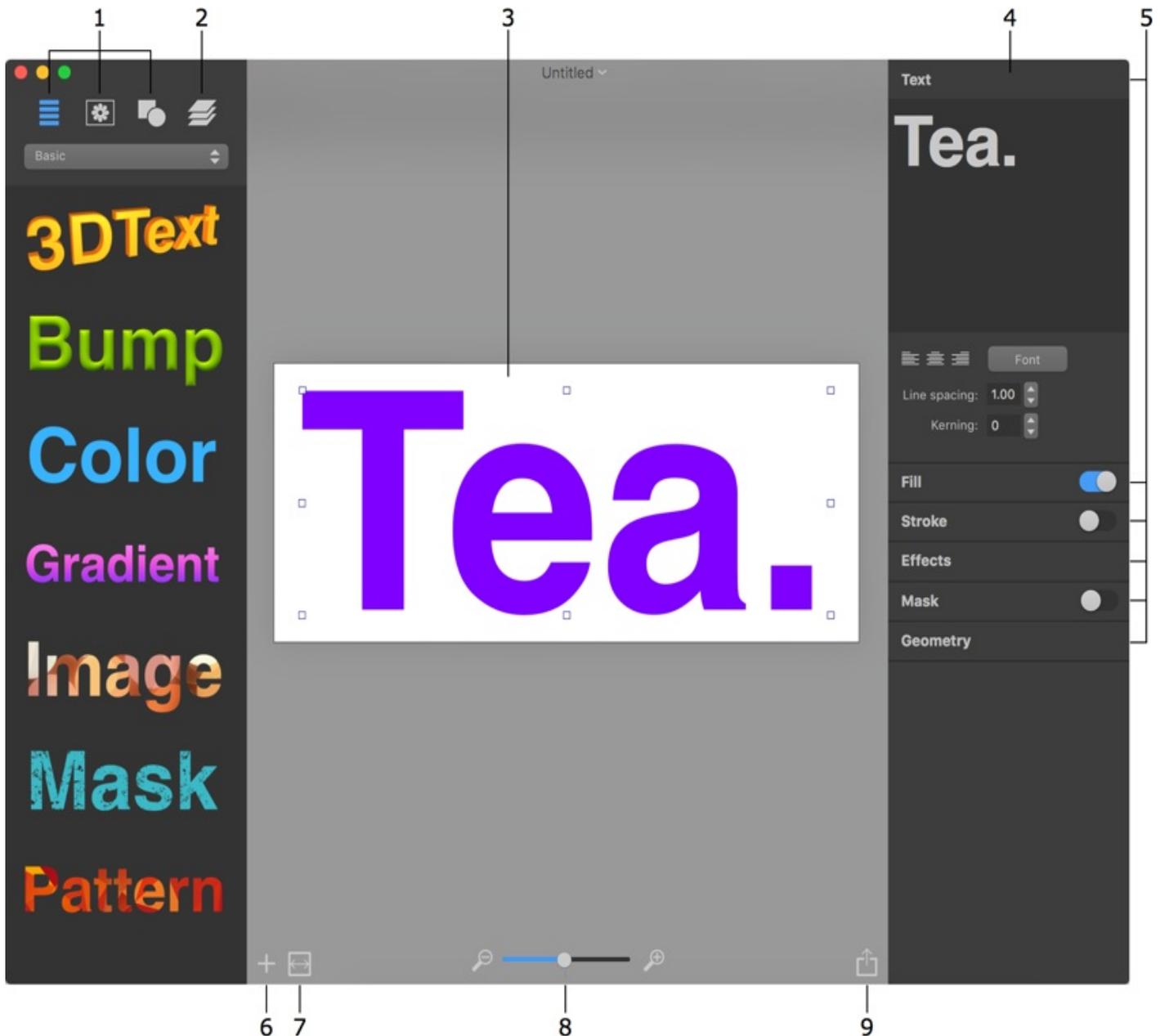
1 – Libraries of templates, backgrounds, icons and shapes.

2 – The list of layers.

3 – The canvas.

4 – The Inspector.

5 – Sets of tools. To expand a set of tools, click on its title. Some tools have an On/Off switch or a choice of presets next to the title.

6 – Add a new 2D or 3D object.

7 – The **Document Size** button opens settings such as the size and measurement units.

8 – The zoom tool.

9 – Export to the Clipboard or file.

To learn the program, you may find it useful to open a finished design and try to modify it or explore what kind of objects it is made of. To browse sample designs, choose **Window > Art Text Welcome Window** from the menu. Then click on the **Sample Browser** button.

Step 1: Opening a new document

To open a new Art Text document, choose **File > New**. New documents have a text object by default. You can either replace it with your own, or delete it in order to begin with a blank document. To do this, open the layer list in the *Content* panel, and click the minus button.
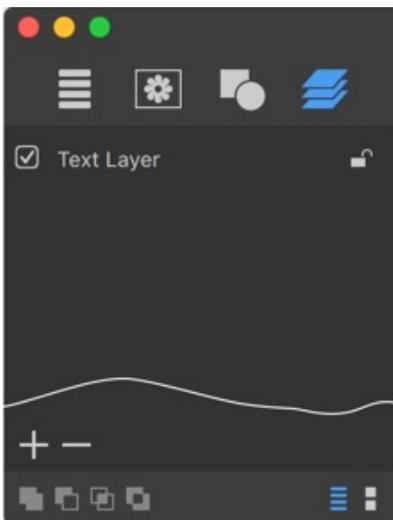
For quick start, you can open a template from the library and then modify it.

Step 2: Setting up the document size

The document size defines the image dimensions when you export your design to a graphic file. To set up the document size, click the **Document Size** button below the canvas. In the **Document Size** dialog, you can also select the measurement units.
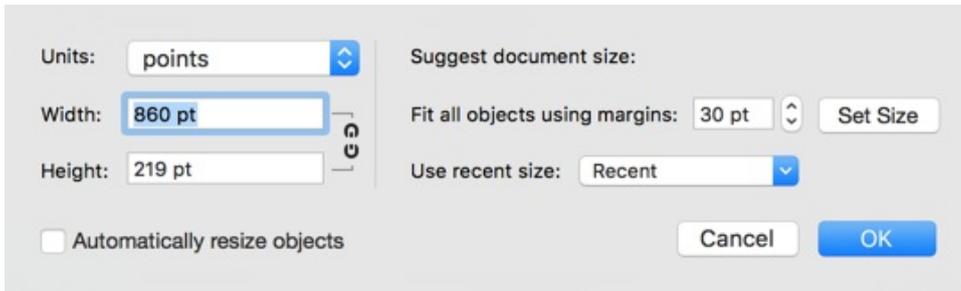
You can change the document size later at any time.

Step 3: Adding text and images

To create a design based on a template, open the leftmost tab in the *Content* panel and select one of categories. Then drag and drop a template you like to your document.

To add text with the default style, click the plus button in the bottom left corner of the canvas and choose either 2D or 3D Text.

In order to add images, open a collection of backgrounds in the *Content* panel:
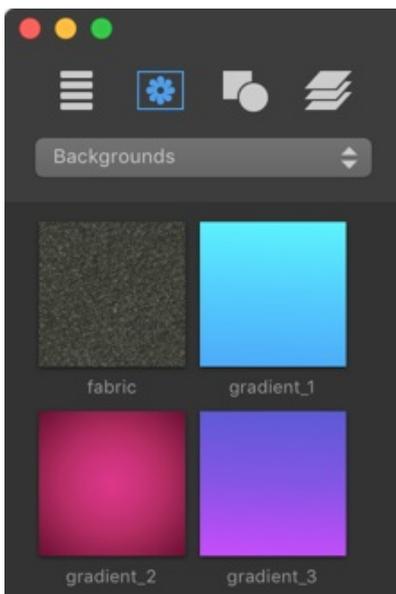
or a library of shapes and icons:

Finally, drag one you like to your design.

Both text and images can be also called in the program "objects" and "layers" depending on the context.

Step 4: Moving and resizing objects

To move an object (text or image), just drag it with the mouse on the canvas.

In order to change the object size, select the object and move a handle on the object's boundary.

Step 5: Editing text

To edit text, select it on the canvas. Then click on the *Text* title in the *Inspector* to open the text editor. Modify your text in the text editing box.

Step 6: Applying effects

Applying effects is what Art Text documentation is all about, so we will not discuss any particular effect in this guide. Most of the effects and tools are grouped in the *Inspector* as sections. To open a section, just click on its title.

Note that 2D and 3D objects (you had to choose either 2D or 3D type in Step 3) let you use only those effects which are compatible with the object type.

The [Effect Guide](#) lists the effects available in Art Text.

Step 7: Organizing layers in your document

When referring to layers, we mean that any object can appear on the canvas above or below other objects. All layers of your document are listed in the *Content* panel. A layer at

the top corresponds to an object which is in front of others. To change this order, just drag a layer to a new position. In order to create a background, add an image and make sure it is at the bottom of the list.
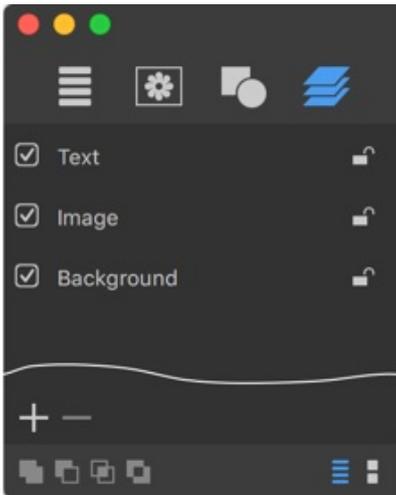
Apart from the possibility of rearranging layers, the layer list lets you add and delete layers using the plus and minus buttons correspondingly.

Step 8: Saving your document

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

Step 9: Exporting the final image

To export your design to a graphic file, click the **Export** button in the bottom right corner of the canvas. Then, choose either *Clipboard* or *File*.

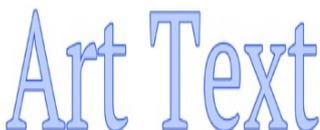The resolution for the Clipboard can be set in the Preferences dialog.

When you export to a file, you can choose the graphic format, resolution, and type a file name in the *Export* dialog.
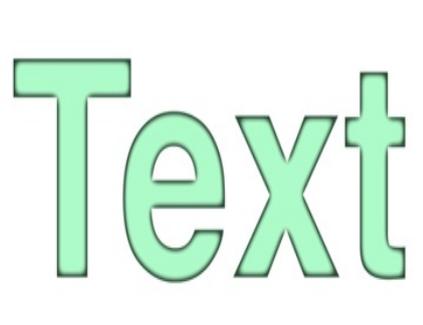
Effect Guide

In this guide, you can find out the types of graphic effects that are available in Art Text.

Note that 2D and 3D objects have individual sets of effects. Usually, you can apply several effects to the same object, but they must belong to the same 2D or 3D group.
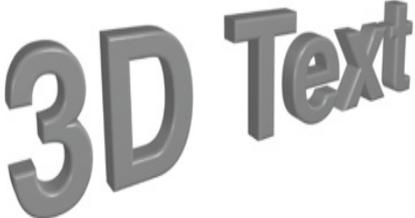
2D Effects

Effect	Sample Image	Related Topic
Color Fill		The Fill Effect
Gradient Fill		The Fill Effect
Texture		Applying Textures
Shading		Applying Materials
Stroke		The Stroke Effect
Shadow		The Shadow Effect

Glow		The Glow Effect
Inner Shadow		The Inner Shadow Effect
Mask		The Mask Effect
Transformation		Transformations

3D Effects

Effect	Sample Image	Related Topic
Material		Applying Materials
Shadow		The Shadow Effect

Glow		The Glow Effect
Focus		The Focus Effect
Mask		The Mask Effect
Transformation		Transformations

Using Templates

Art Text provides a library of templates located in the *Content* panel. A template can be a piece of text with applied effects, or a simple design.
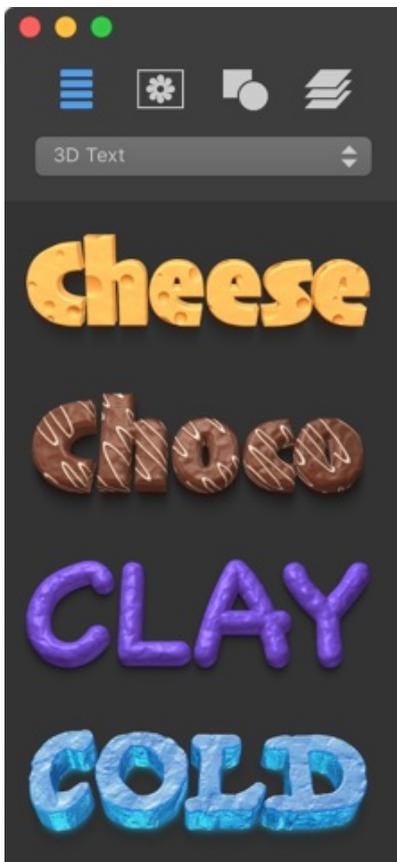
To use a template, drag it to your design. Then edit text or adjust effects, if necessary.

Templates are grouped into several categories. You can choose a category from the drop-down list at the top of the panel.

The Main Window

1 – Libraries of icons, backgrounds and templates.

Related subtopics: The Content Panel

2 – List of layers. Here you can access all of the objects in your document by their names or thumbnails.

Related subtopics: The List of Layers

3 – Canvas. This is the area where you preview and work with the design.

4 – Inspector. Depending on the selected object type, the Inspector shows either 2D or 3D tools and effects.

Related subtopics:
The 2D Inspector
The 3D Inspector

5 – Tools are grouped into sections. Only one section can be open at a time. To display hidden tools, click on the title of the corresponding section. The title bar of some sections has a switch to activate or deactivate the effect, or a drop-down menu with presets.

6 – Add a new 2D or 3D object, or a background.

7 – The **Document Size** button opens settings such as the size and measurement units.
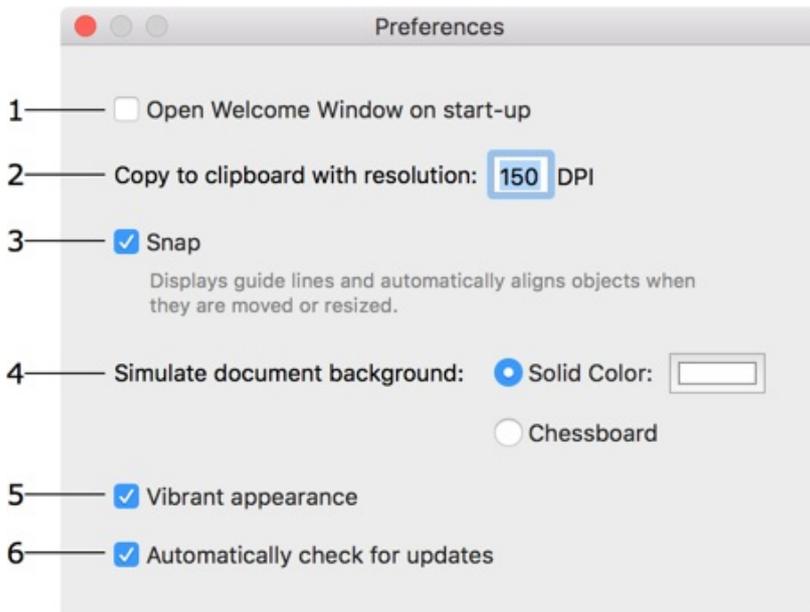
Related subtopics: Document Settings

8 – The zoom tool.

9 – Export to the Clipboard or file.

Related subtopics: Exporting

Program Settings

To open program settings, use the **Art Text 3 > Preferences** menu.

1 – Open the *Welcome Window* when the program starts. This window gives you access to sample documents and to online resources related to the program.

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

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

4 – Choose either a solid color for the document background or the chessboard. The selected type of the background appears only on the canvas and will not be exported.

5 – Change the appearance of the canvas around the document.

6 – Specifies whether the program automatically checks for updates. To check for updates manually, choose **Art Text 3 > Check for Updates...** Users of the Mac App Store version of the program should use AppStore.app to check for updates.

The Content Panel

The *Content* panel is located to the left of the canvas. It consists of three libraries described below and the List of Layers.

To show or hide the *Content* panel, use the **View > Content Panel** menu.

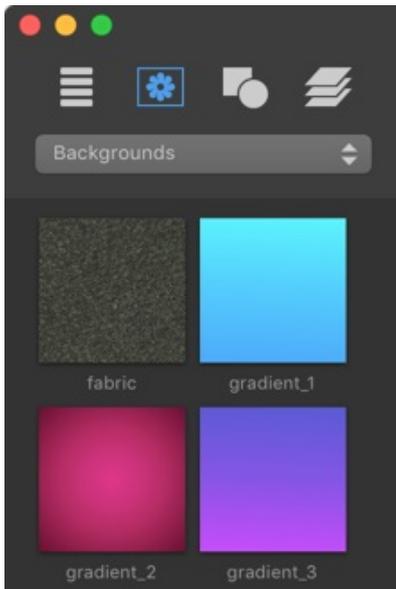To add any item from the library to your design, drag it and drop it onto the canvas.

Template Library

The *Templates* library includes 2D and 3D predesigned templates. How to use templates is described in Using Templates.
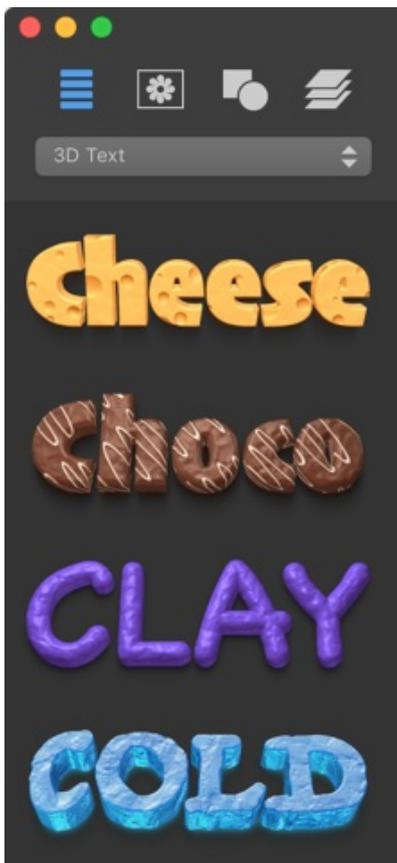
Backgrounds and Light Effects

Images from the *Backgrounds* section are intended to be used as a background in your design.

When you add a background to your document, the program automatically places it behind other objects, and fits the image to the document dimensions. If you wish to place an added image above or below a particular object, change the layer order in The List of Layers. To make the background image tiled, choose this option in the *Texture* section of the Fill set of tools.

To add a background from the library, you can either click on the image preview or drag the image to the document. If you have already added a background to your design, clicking on a new one will replace the old background. Drag and dropping always adds one more image to your design.

Images from the *Light Effects* section can be used to enhance the 3D and illumination effects in your design. These images are intended to be used with dark backgrounds.

One more category in the drop-down list is *Photos*. This is not a part of the library, but a quick way to access pictures in your photo library.

Smart Shapes and Icons

Smart Shapes and icons are vector images. Therefore, you can resize them without the loss of quality. You can also edit them in the vector editor which opens up by double-clicking on a vector image on the canvas.
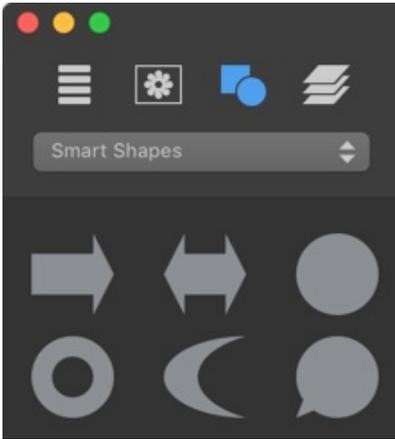
The drop-down list at the top lets you choose one of the standard categories as well as the *Custom Folder* option. The latter allows you to access your own images located on the hard disk.

You can store modified or new vector objects in the *Custom Shapes* category. To add an object to the library, select it on the canvas and click the plus button in the *Content* panel. To delete a custom object from the library, select it on the panel and click the minus button.

The 2D Inspector

The *2D Inspector* gathers all tools and effects that are specific for 2D objects. The *Inspector* switches to 2D tools automatically as soon as you select a 2D object.
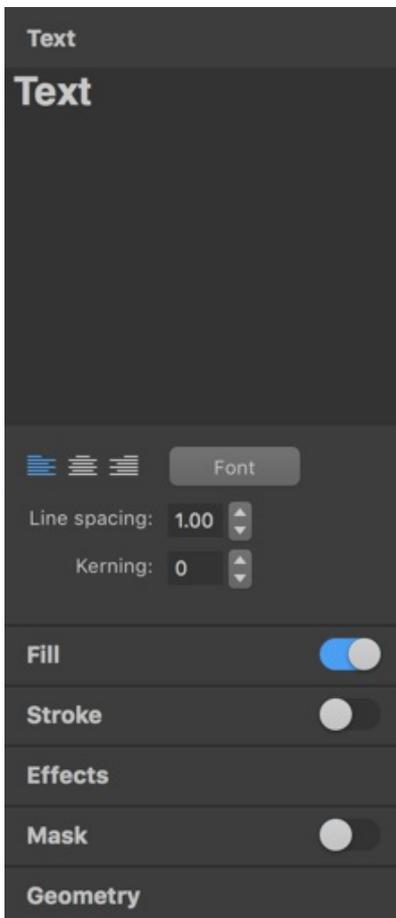
The tools are grouped into sections. To open a section, click on its title.

Some sections have a switch in the title bar allowing you to activate or deactivate the effect without need to open the section.

Text

The *Text* section contains a text editor and formatting tools. This section is available only if a selected object is text.

More details: The Text Editor

Fill

The *Fill* section includes three different tools. Here, you can choose to fill an object with a plain color or gradient. A second option is to apply a texture to an object. The last option lets you apply a shading material to an object giving it a 3D look.

More details:
The Fill Effect
Applying Textures

Applying Materials

Stroke

In this section, you can add strokes and control their properties.

More details: Applying Stroke

Effects

The *Effects* section contains three independent tools. Here, you can activate and set up the *Shadow* and *Glow* effects. You can also change the object's opacity and activate one of the blend modes.

More details:
The Shadow Effect
The Glow Effect

Mask

The *Mask* section lets you apply masks to objects.

More details: Applying Masks

Geometry

In the *Geometry* section, you can find tools to set up the object's dimensions and angle. There are also tools to apply geometric transformations to objects.

Some Smart Shapes have one or two parameters in the *Smart Shapes* section. These parameters let you change the shape of the image such as changing the number of sides.

More details:
Object Size, Location and Orientation
Transformations

The 3D Inspector

The *3D Inspector* gathers all tools and effects specific for 3D objects. The *Inspector* switches to 3D tools automatically as soon as you select a 3D object.
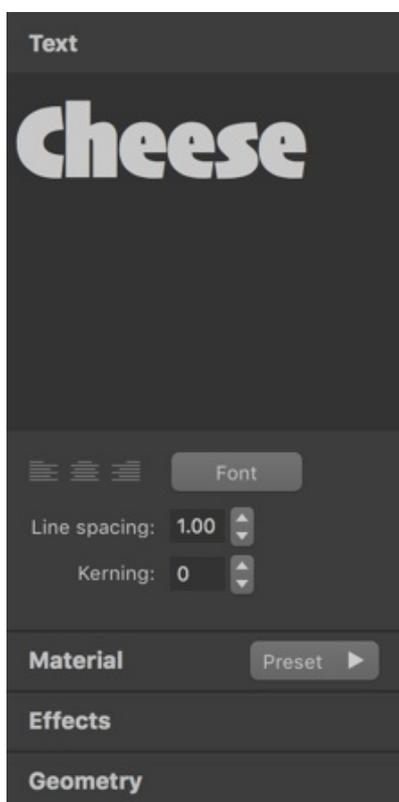
The tools are grouped into sections. To open a section, click on its title.

Text

The *Text* section contains a text editor and formatting tools. This section is available only if a selected object is text.

More details: The Text Editor

Material

The *Material* section lets you apply materials to 3D objects. You can tweak the material properties, or you can choose a predesigned material from the library. To open the library of predesigned materials, click on **Preset** near the section title.

More details:
Applying Materials
Creating Materials

Effects

In the *Effects* section, you can find tools to create the shadow, glow and focus effects. You can also change the object's opacity and activate one of the blend modes.

More details:
The Shadow Effect
The Glow Effect
The Focus Effect

Geometry

The *Geometry* section includes various tools to set up the object's size and position in the design. There are also tools to control the 3D effect and to apply 3D transformations.

More details: 3D Effect Settings

Menus

- Art Text 3
- File
- Edit
- View
- Layers
- Format
- Window
- Help

The "Art Text" Menu

About Art Text	Display the dialog with information about the program.
License…	Open the registration dialog box. (Not available in the application purchased on the Mac App Store.)
Check for Updates…	Check for the latest update on the Internet. (Not available in the application purchased on the Mac App Store.)
Preferences… (Cmd-",")	Bring up the program preferences dialog.
Quit Art Text (Cmd-Q)	Quit the application.

The "File" Menu

New (Cmd-N)	Create a new document.
Open… (Cmd-O)	Open a document.
Open Recent >	Open one of the recently edited documents.
Close (Cmd-W)	Close the open document window.
Save… (Cmd-S)	Save the current document.
Duplicate (Cmd-Shift-S)	Create a copy of the current document.
Rename…	Rename the current document.
Move To…	Move the current document to another location.
Revert To	Cancel all of the changes in the current document that were made after the last save.
Export… (Cmd-E)	Export the current document to a graphic file.
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 that you performed.
Redo (Cmd-Shift-Z)	Reverse the last Undo operation.
Cut (Cmd-X)	Cut selected text (in the text editor only) to the Clipboard.
Copy (Cmd-C)	Copy selected layer(s) to the Clipboard.
Paste (Cmd-V)	Paste the content of the Clipboard to the document.
Duplicate (Cmd-D)	Duplicate the selected layer(s).
Delete (Backspace)	Delete the selected layer(s).
Select All (Cmd-A)	Select all layers if the main window is activated. Select all text in the text editor when text editing is activated.
Document Size… (Cmd-Y)	Open the Document Size dialog box.
Start Dictation… (fn fn)	Dictate your text.
Emoji & Symbols (Cmd-Ctrl-Space)	Open the Emoji & Symbols panel.

The "View" Menu

Zoom In (Cmd-=)	Zoom in the current view.
Zoom Out (Cmd-"-")	Zoom out the current view.
Zoom to Fit	Zoom the current view to fit the window.
Actual Size (Cmd-0)	Display the actual document size.
Content Panel > Show/Hide	Show or hide the Content panel.
Content Panel > Templates	Open the Templates library.
Content Panel > Images	Open the library of backgrounds and light effects.
Content Panel > Shapes	Open the library of Smart Shapes, icons and vector images.
Content Panel > Layers	Open the list of layers.
Show/Hide Inspector	Show or hide the Inspector.

Enter Full Screen / Exit Full Screen (Cmd-Shift-F)	Activate or deactivate the full screen mode.

The "Layers" Menu

Add 2D Layer (Cmd-Shift-L)	Add a new layer with a 2D object at the top of the other layers.
Add 3D Layer (Cmd-L)	Add a new layer with a 3D object at the top of the other layers.
Add Background	Add a background image behind the other layers.
Remove Layer	Delete the selected layer(s).
Union	Merge layers using the Union operation.
Subtract	Merge layers using the Subtract operation.
Intersect	Merge layers using the Intersect operation.
Exclude	Merge layers using the Exclude operation.
Split into Letters (Cmd-Ctrl-Alt-T)	Put each character of the selected text layer into a separate layer.
Edit	Open a selected image in the vector editor, or open text in the text editor.
Select Next Layer (Alt-])	Select the next layer in front of the current one.
Select Previous Layer (Alt-[)	Select the next layer behind the current one.
Bring Forward (Cmd-]) Bring to Front (Cmd-Shift-]) Send Backward (Cmd-[) Send to Back (Cmd-Shift-[)	Move the selected object in front of or behind other objects.
Convert to 2D/3D	Convert the selected object to the 2D or 3D type.

The "Format" Menu

Font > Show/Hide Fonts (Cmd-T)	Open or close the Fonts panel.
Font > Bold (Cmd-B) Font > Italic (Cmd-I)	Modify the properties of the selected text.
Font > Bigger Font > Smaller	Increase/decrease the size of the selected text.
Font > Kern Font > Ligature Font > Baseline	Modify the properties of the selected text.
Text > Align Left (Cmd-{) Text > Center (Cmd-|) Text > Align Right (Cmd-}) Text > Justify	Align text to the left, right, center or justify it.
Move to Center (Horizontally) (Cmd-Shift-H)	Center the selected object.
Move to Center (Vertically) (Cmd-Shift-V)	
Fit to Document	Fit the selected object to the document size constraining proportions.
Resize to Document	Fit the selected object to the document size without constraining proportions.
Show/Hide Colors (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.
Art Text Welcome Window	Show or hide the Welcome Window which gives you access to online resources and sample designs.
Sample Browser	Show the library of sample designs.
Bring All to Front	Show windows of Art Text in front of others.

The "Help" Menu

Art Text Help	Open Help documentation delivered with the application.
Technical Support…	Open the online support form.
Send Feedback…	Allows you to send feedback to the developers by email.
Online Registration…	Open the online registration form.

Keyboard Shortcuts

- Documents
- Windows and Panels
- Layers and Objects
- Text Editing and Formatting
- Vector Editor

Documents

Cmd-S	Save the current document.
Cmd-Shift-S	Create a copy of the current document.
Cmd-O	Open a document.
Cmd-N	Create a new document.
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-0	Display the actual document size.
Cmd-Y	Open the Document Size dialog box.

Windows and Panels

Cmd-","	Bring up the Preferences dialog.
Cmd-Shift-C	Display the Colors pane.
Cmd-M	Minimize the currently active window.
Cmd-Shift-F	Activate or deactivate the full screen mode.
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.

Layers and Objects

Cmd-Shift-L	Add a new 2D layer to the top of layer stack.
Cmd-L	Add a new 3D layer to the top of layer stack.
Backspace	Delete the selected layer.
Cmd-C	Copy selected layer(s) 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.
Alt-]	Select the next layer in front of the current one.
Alt-[	Select the next layer behind the current one.
Cmd-]	Bring Forward.
Cmd-Shift-]	Bring to Front.
Cmd-[	Send Backward.
Cmd-Shift-[	Send to Back.
Cmd-Ctrl-Alt-T	Put each character 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.
fn fn	Dictate your text.
Cmd-Ctrl-Space	Open the Emoji & Symbols panel.

Vector Editor

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

Creating, Opening and Saving Documents

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

To open an existing document, select **File > Open** and navigate to your document. Or double-click on this document in Finder.

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

Document Settings

To bring up the document settings, choose **Edit > Document Size...** from the main window.
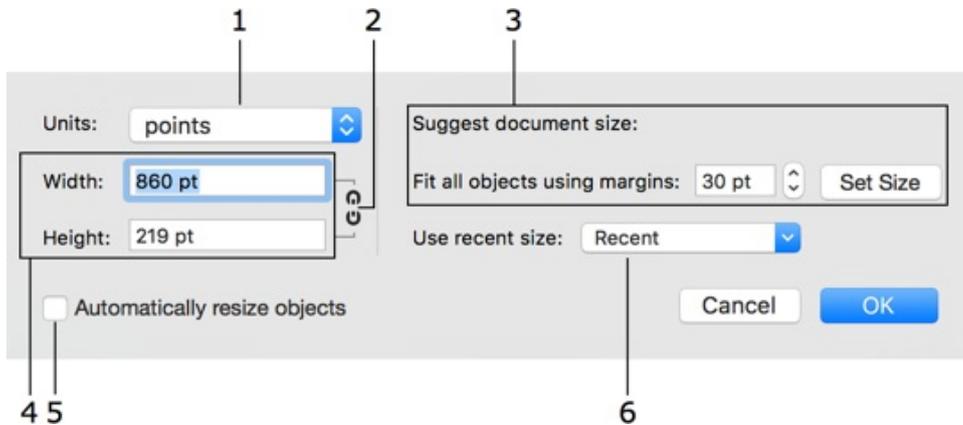
1 – Measurement units affect the whole application.

2 – Maintain aspect ratio.

3 – The **Set Size** button changes the document size so that all visible objects fit the document. The amount of blank space along the document border can be set by changing margins. If any object or its part appears outside of the image area, this object will be trimmed at export. The **Set Size** button is used to fix this.

4 – Document size.

5 – By activating **Automatically resize objects**, you allow the program resize the design when you change the document size. The aspect ratio of the design will be constrained.

6 – A list of previous document sizes.

As the default size for new documents, the program uses the last applied width and height.

Introduction to Layers and Objects

Any design on the canvas consists of objects such as images, icons, text and so on. Every object is located on its own layer since the program allows only one object per layer. So the object and layer terms are mostly equivalent in this documentation. Adding or removing an object automatically means adding or removing a layer.

We will say "object" when it is going about applying effects. The "layer" term will be used to describe how objects interact with each other.

There is a list of layers in the *Content* panel where you can select layers, change their order and perform some other actions.

Graphic and textual objects in Art Text can be one of two types: 2D and 3D. They have different sets of properties, and consequently, there are tools which work with only one of these types. In the object's context menu, you can choose to convert from one type to another. This will enable the tools and settings of the new type, but the object will lose the effects that you have already applied.

Object Size, Location and Orientation

To resize or rotate an object, you can use its handles on the canvas. Just drag one of them towards the direction in which the object should increase or rotate. The handles are displayed when the object is selected.

To set the object dimensions, coordinates or rotation angle precisely, use the *Geometry* section in the *Inspector*. The size and location are measured in pixels. 2D and 3D objects have identical settings.
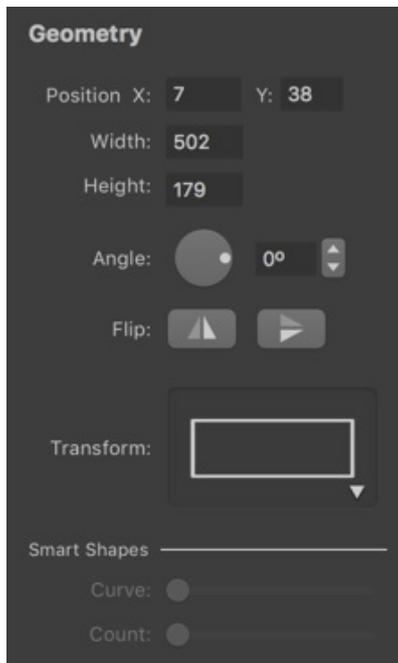
Object Size

To resize an object, select it on the canvas and drag its corner or side handle. Make sure that the cursor has turned into a two-sided straight arrow. To resize without preserving the aspect ratio, drag a corner handle holding down the **Cmd** key, or drag a side handle.

The program also lets you set up the object size in relation to the document size.

The **Format > Fit to Document** menu command resizes an object proportionally so that its bigger size fits the document.

The **Format > Resize to Document** menu command works without constraining the proportion.

Object Location

To move an object to another location, drag it with the mouse.

While you are moving an object around, guide lines can appear showing that the object has been aligned to another object or to the center of the document. The object you move snaps to these positions. You can turn this feature on and off in the program Preferences. For temporarily disabling the snap function, hold the **Cmd** key down while you are moving an object.

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

Object Orientation

To rotate an object, move the mouse cursor around any corner handle until it turns into a rounded arrow. Then, drag the handle to the desired direction. To input a numeric value for the rotation angle, use the *Geometry* section in the *Inspector*.

To rotate a 3D object in all dimensions, use the rotation tool located at the bottom of the object in a circle.
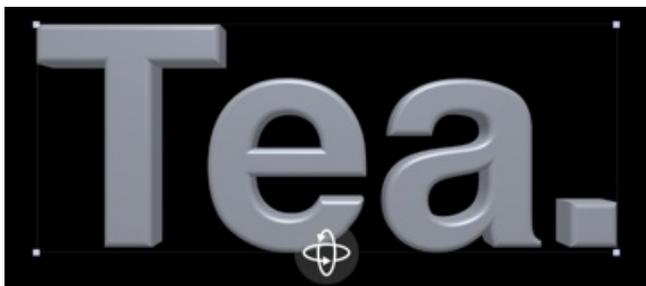
You can also center an object in the document by choosing one of the **Move to Center** commands from the **Format** menu.

The List of Layers

The list of layers is located in the *Content* panel. It allows you to access layers disregarding their visibility on the canvas. Also you can change the order of layers, and control some of their properties. The other properties such as the **Opacity** or **Blend Mode** can be found in the *Inspector*.
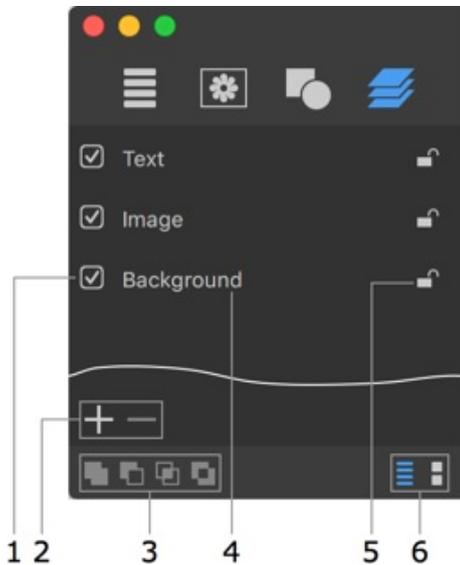
1 – Display or hide the layer content.

2 – Add or remove layers.

3 – Boolean operations: Union, Subtract, Intersect and Join. For details, see Merging Layers.

4 – The layer name.

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

6 – Display the layer names or thumbnails.

You can adjust the parameters of several layers simultaneously. To do this, select these layers making sure that they are of the same type (either 2D or 3D). Then apply the desired effect and set up its parameters. To select several layers, click on their names holding down the **Cmd** or **Shift** key.

Renaming Layers

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

Changing the Layer Order

The order of layer names in the list reflects the layer stacking order in the design. The layer located at the top of the list is atop the others on the canvas. The layer at the bottom of the list is behind all of the other layers.

To change the stacking order, drag a layer 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 a selected layer, choose **Edit > Duplicate** command from the main menu.

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

Merging Layers

You can apply Boolean operations to two or more layers in order to create a new combined shape. You can find out what each operation does below.

1 – Union

2 – Subtract

3 – Intersect

4 – Exclude

To merge layers, select two or more of them and choose one of the layer merging tools.

The configuration of a new shape depends on the size and location of the overlapping areas, but it doesn't depend on color or gradient fill, texture, shadow or other effects applied to the original objects. If the original objects are in a vector format, vector paths in these objects will be used. In case of a raster image, the program will use its rectangular outline as the path. The alpha channel (transparency) will be ignored as well.

The new shape automatically takes properties and effects which were applied to the lowest of the original layers. After the creation of the new layer, the original ones will be removed. Consequently:

- There is no reason to apply effects to upper layers you are going to merge.
- If you wish to keep the original layers in your design intact, create copies of them.

Union

The resulting layer shape is sum of merged layers shapes.

Original layers:
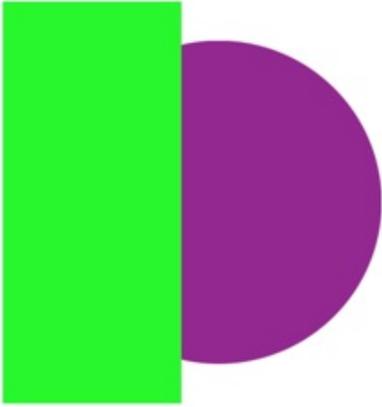
Resulting layer:

Subtract

The shape of the object on 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:
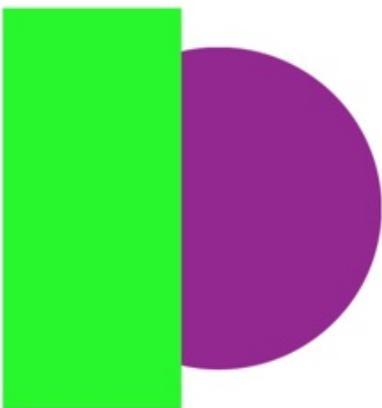
Resulting layer:

Intersect

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

Original layers:
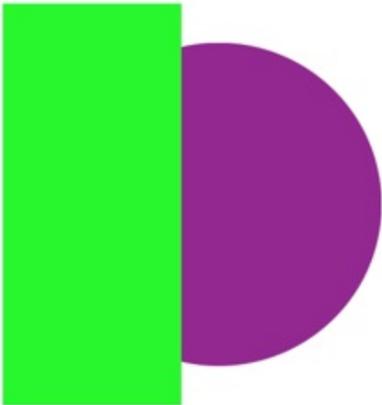
Resulting layer:

Exclude

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

Original layers:
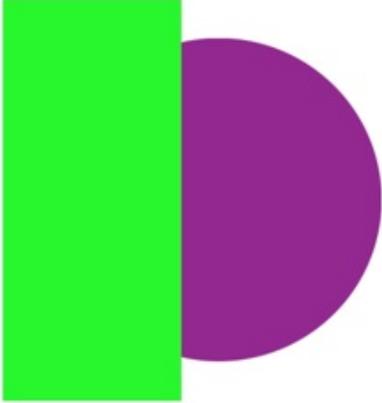
Resulting layer:

Splitting Text into Letters

Your design idea may require applying different effects to different parts of text. Since effects can change only the whole text, you have to put pieces of text onto separate layers to modify them in different ways.

The program can help you create multiple layers out of a single text preserving the position of the letters. Each letter will be placed on a separate layer. To use this feature, select **Layers > Split into Letters** in the menu.

Note that you cannot merge the resulting layers back to create one text layer (except using the **Edit > Undo** command). To join letters into a single object, you can use the **Layers > Union** command, but the created object will be not text but an image.

The Vector Shape Editor

The built-in editor of vector shapes lets you modify icons and shapes provided in the content library and create new vector images.

To open the vector editor, double-click on a shape or icon on the canvas. In this way, you can open an object in the editor and modify it. The vector editor also opens up when you create a custom shape.

To create a custom shape, open the *Shapes* section in the *Content* panel and select *Custom Shapes…* in the drop-down menu. Then click the plus button at the bottom of the panel.
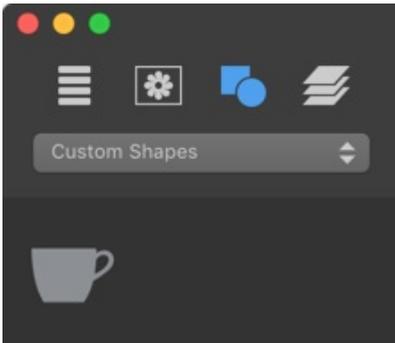
To add a shape from canvas to the *Custom Shapes* library, select this shape and click the plus button below the list of custom shapes. The vector editor will open. Then you can modify the shape, or click **OK** right away to add the shape with no changes.
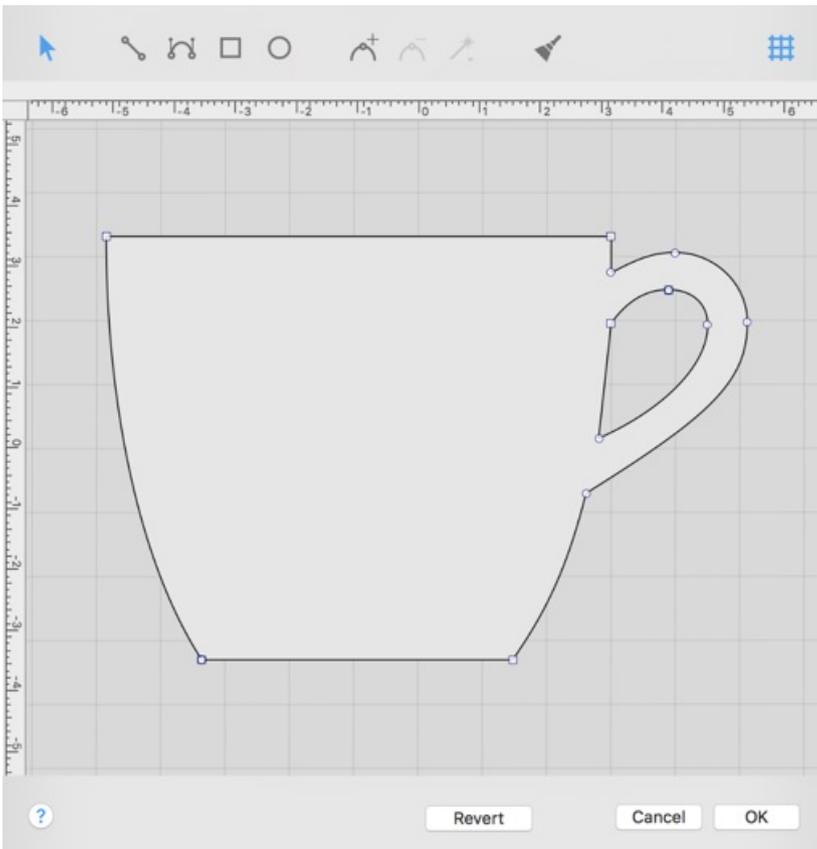
Tools in the vector editor:
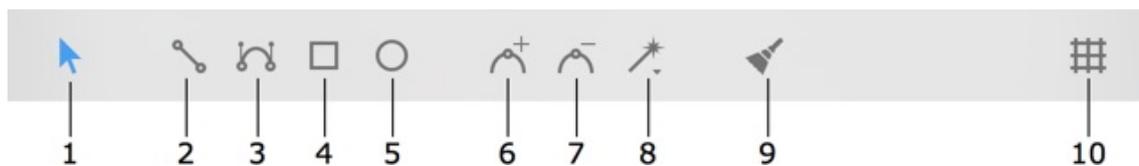
1 – The selection tool is used to select or move points.

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.

7 – Delete an anchor point.

8 – Change the anchor point type.

9 – Clear the canvas (**Opt-Space**).

10 – Show or hide the grid.

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 at the same point.

Anchor points can be of two types: corner point and smooth point. When you change the type of a point, adjoining lines may change from curved to straight and vice versa.
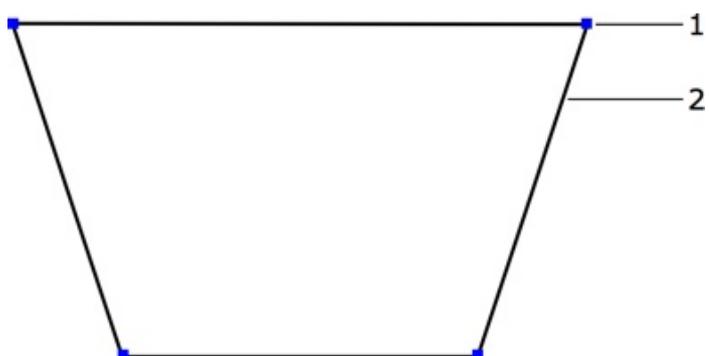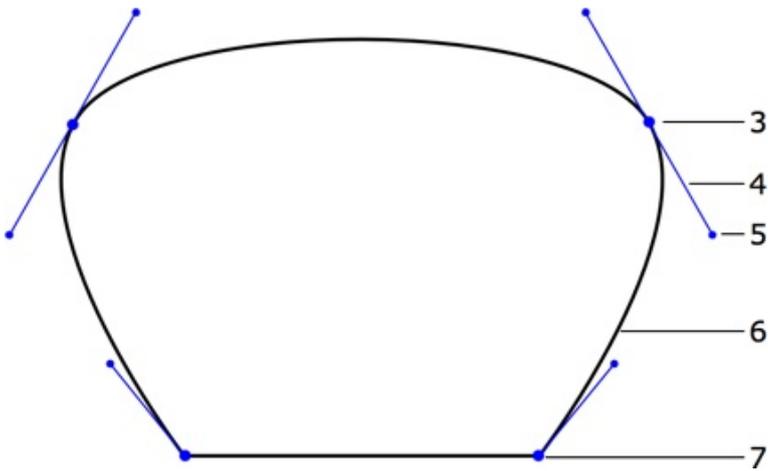
1 – Corner point. At a corner point, a path abruptly changes its direction. A corner point may join either straight or curved lines in any combination. A corner point with two straight lines doesn't have the direction lines.

2 – Straight segment.

3 – Smooth point. At a smooth point, a path continues 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 that passes near it.
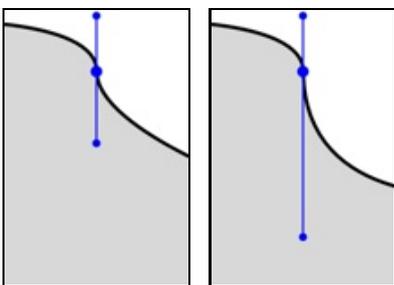
By default, the direction lines of the same smooth point rotate together preserving a 180 degree angle between them. By changing this angle, you can create a corner point from a smooth point. To do this, drag one of the direction points holding down the **Shift** key. To make two direction lines rotate together again, restore a 180 degree angle between them.

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. You can finish drawing by activating the selection tool. In this case, the program will close the path automatically.

Images that you create here are solid shapes, not contours.

The direction that 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, while the intersection of **A** and **C** is a hole.
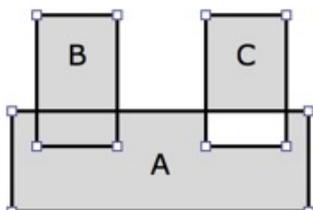
Adding Anchor Points

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 a different type of 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 **Cmd** key.

Introduction to 2D Effects

This section describes tools and effects compatible with 2D type objects.

Originally, a 2D object can be a vector or raster image, or text which is vector by its nature. Effects can also be divided into vector (e.g. Transformation) and raster ones (e.g. Gradient or 3D Effect). If you activate a vector effect such as Transformation for a raster image, the program will apply the effect to the rectangular bound of the image. In the case of a vector content, vector effects work with the shape of letters, icons etc.

By default, all library objects (except for 3D object templates) and images you import are being added to your project as 2D objects. You can convert a 2D object to the 3D type by right-clicking on it on the canvas and choosing the **Convert to 3D** command. You can convert from the 3D to 2D type in the same way. Changing the object type deactivates all the 2D or 3D effects that you have applied to the object.

The Text Editor

The program doesn't allow you to edit text directly on the canvas. You should use the text editor. It is located in the *Text* section of the *Inspector*. The 2D and 3D text editors are identical.

The alignment buttons affect the whole text.

The **Font** button opens the standard *Font* panel. You can change the font of the whole text or any of its parts. You should know that the **Size** controls in the *Fonts* panel are not intended to adjust the size of a text object in your document. Use these controls to create different parts of a text with different size of letters.

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

Kerning changes the distance between letters of the selected text.

Be careful with fonts that have jagged characters. They usually take longer to render graphic effects. Some of these fonts can even cause unexpected results when you apply shading or 3D effects.

The Fill Effect

The Fill tools are located in the *Fill* section of the *Inspector*. You can choose to fill an object with a color, texture or shading effect by clicking on the **Color**, **Texture** or **Shading** button at the top. The Texture and Shading tools are described in separate sections of the documentation.
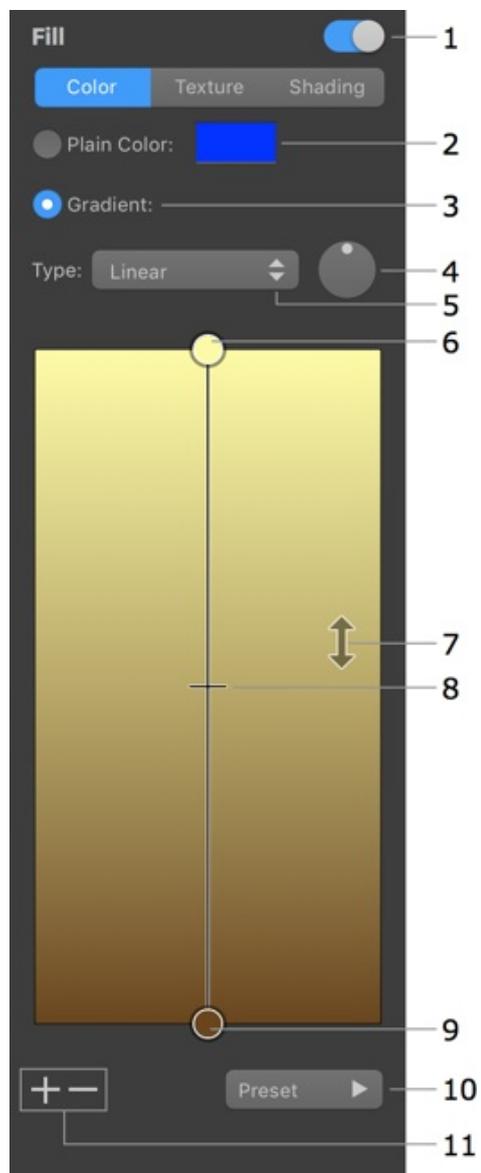
1 – Turn the Fill effect on or off.

2 – The **Plain Color** tool.

3 – The **Gradient** tool. Its settings are located below.

4 – The angle of the gradient effect.

5 – Gradient type: *Linear*, *Radial* or *Oval*. The difference between Radial and Oval gradients is noticeable when the gradient is applied to a rectangle. The "sphere" created by the gradient is cropped with the *Radial* type and deformed with the *Oval* type.

Radial gradient:
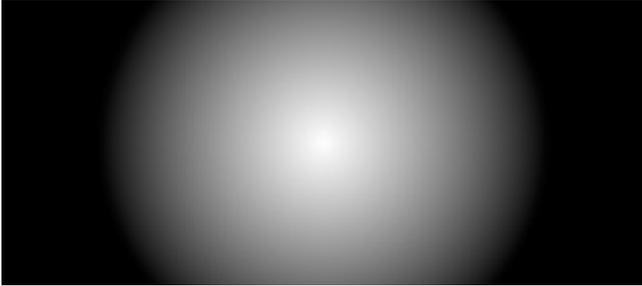
Oval gradient:
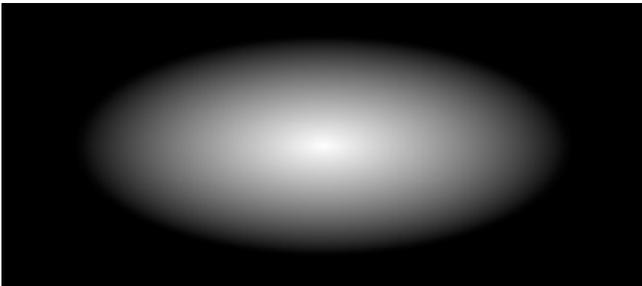
6 and 9 – The basic gradient colors. The circles are handles. To change a color, click on the corresponding handle. To make one of basic colors take more space in the object, move the handle towards the middle of the gradient.

7 – Swap the basic colors.

8 – The middle gradient color. To change the location of the middle color, move the handle towards one of the basic colors.

10 – The library of pre-designed gradients.

11 – Add or delete intermediate colors. These colors appear between the two basic ones.

Applying Textures

Art Text can apply textures to text and vector images such as icons or shapes. Applying textures to raster images usually makes no sense. You can use textures from the built-in library by choosing one of categories. It is also possible to import textures from your hard drive by selecting the *My Textures* category. To open the texture library, choose *Texture* in the *Fill* section.

To apply a texture, select an object and click on the texture in the library.

The **Placement** option defines how the texture should fit the object.

The original object to which a texture will be applied.

The original image used as a texture.

The *Fit* option matches the texture to the larger shape size. If the texture and object have different aspect ratios, the texture can be cropped.

The *Stretch* option deforms the texture to fit the shape.

The *Tile* option lets you adjust the texture size, angle and position inside the shape. The texture will not be deformed.
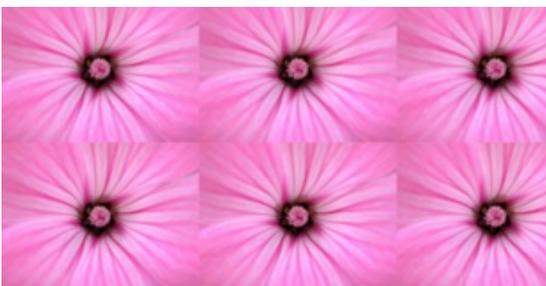
Scale resizes the texture. The round and square controls let you rotate and move the texture around. These options are available when the **Placement** is set to *Tile*.

The **Color** button lets you change texture colors. Its effect is a combination of the Hue, Saturation and Brightness color properties. You can switch the *Colors* pane to the *HSB Sliders* mode to be able to adjust the sliders separately.

The **Reset** button restores the original texture color.

Applying Materials

Shading materials are used in Art Text to create 3D looking text and images, to give a glassy, metal, or plastic look to objects, and for other effects.

To open the shading material library, choose *Shading* in the *Fill* section.

To apply the effect, click on a shading material preview in the library, and adjust the properties.
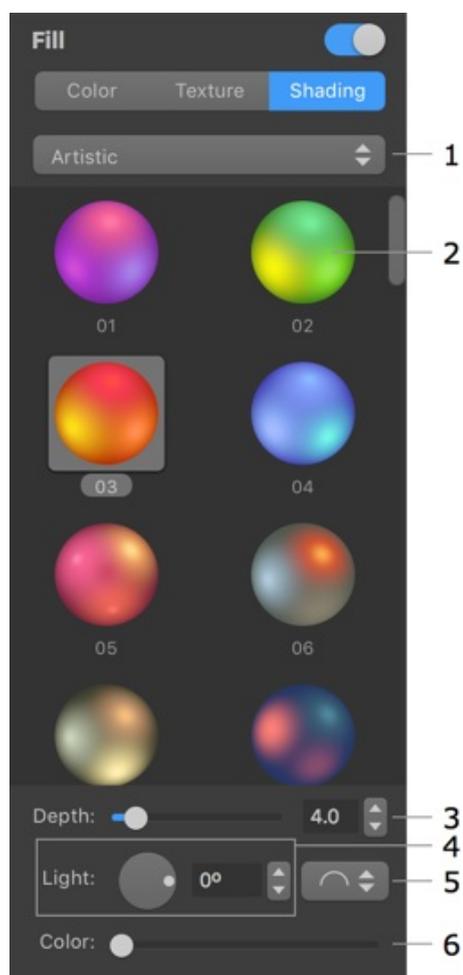
1 – Material categories.

2 – Preview of materials.

3 – **Depth** is the amount of the bevel effect.

4 – The angle of the applied effect. For 3D looking objects, this control moves light spots around the center of the object.

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

6 – The color.

The program creates the 3D effect using the shader technology when the 3D look is generated based upon some color and light spot parameters. Alternatively, the effect can be image-based. This means that an image is used to define light spots and an object's color. Both types of effects are present in the library in separate categories. The majority of items in the library are shader-based.

Materials are usually applied to vector objects. In this case, the effect is applied to the area inside the object's outline. If your object is a raster image, the shader will use the transparency to define the amount of the effect to apply. The more opaque the object parts are, the stronger the 3D effect will be. With no transparency in a raster image, the effect will be applied to the rectangular bound of a raster image instead of the image details.

You can customize materials using the The Editor of Materials.

Bevel Shape
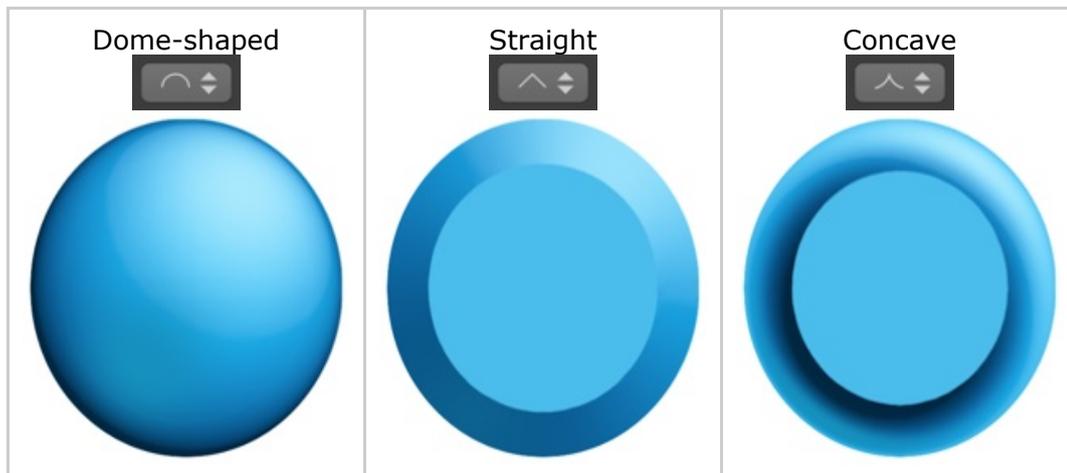
Note that straight and concave shapes can produce similar results. They look different with shaders which have a light spot near the center.

Light

The **Light** control moves the light spots around the center. This lets you change the location of a virtual light source.

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 1 – 30. To set greater values, use the edit box. Below, you can see circles with the **Depth** parameter set to 7, 15 and 30.
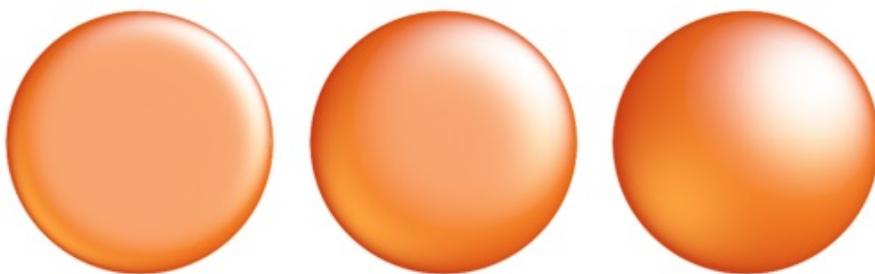
At the same **Depth** value, the result also depends on the size of the object. At some point, increasing **Depth** will not change the final image. Small objects can lose a 3D look at values that are too large. This shows how circles of 50x50, 100x100 and 150x150 pixels look at **Depth** = 15.
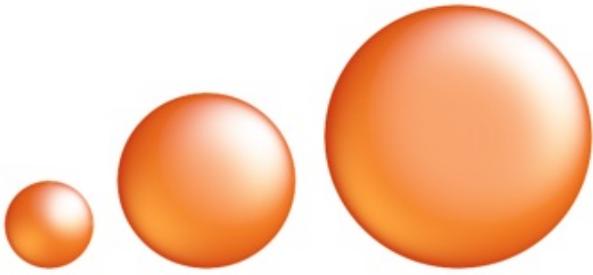
Color

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

The material editor can be accessed through the material library by choosing *Shading* in the *Fill* section. You can either create a new material or customize one of materials in the library.

Artistic
Artistic 3
Brushes
Glass
Metal
Simple
Simple from Image
3DEnvironment

✓ My Materials
Create a Material...
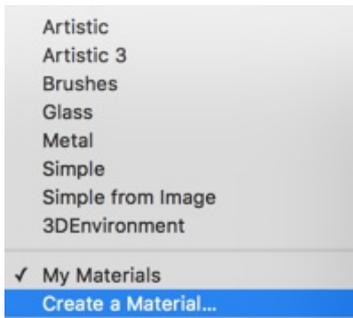
To create a new material, select **Create a Material...** in the drop-down list of categories.

To edit a standard or custom material, double-click on its preview. Customized and new materials will be saved in the *My Materials* category.

The window of the material editor shows a list of custom materials to the left. 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.
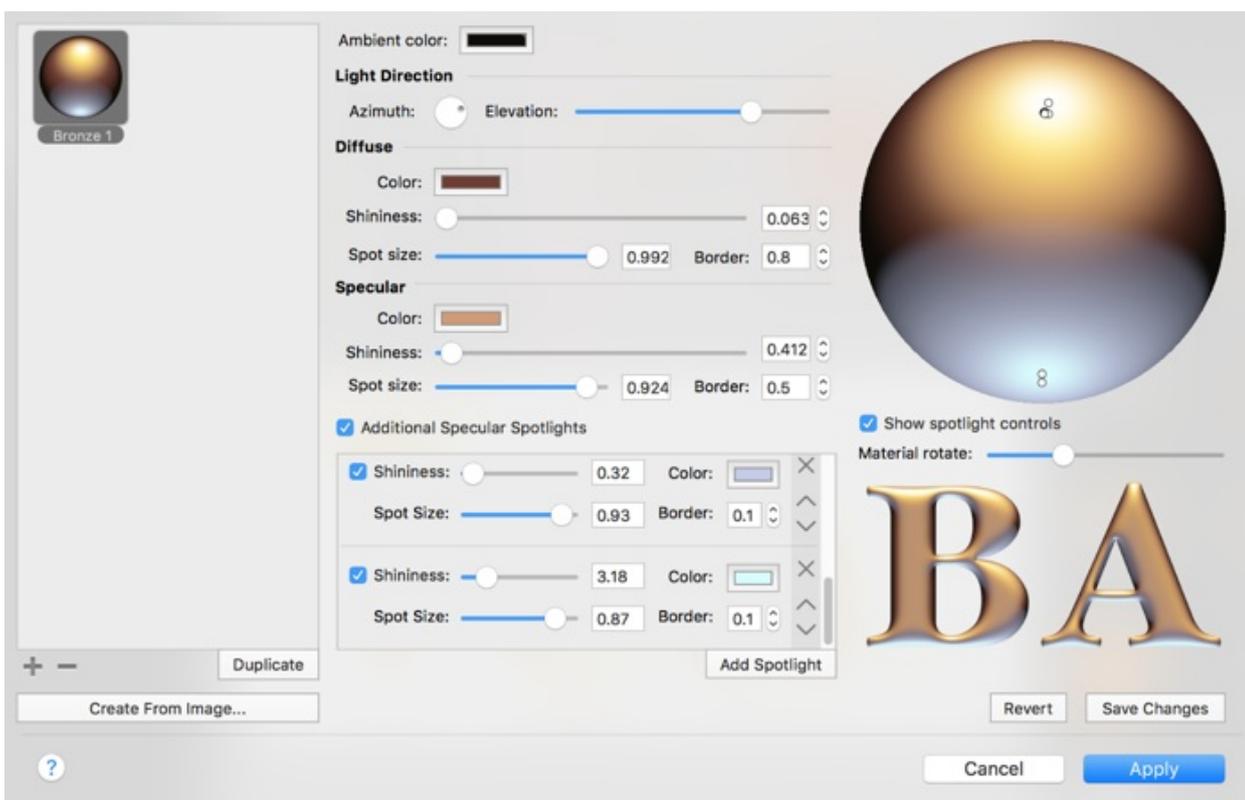
The material editor lets you create materials based on shaders and based on images.

Materials Based on Shaders

The main properties of a shader-based material are the Ambient, Diffuse and Specular colors and adjustable light sources.

The Ambient, Diffuse and Specular colors define how object's parts look under different types of lighting. The Ambient color is the object's color in a deep shadow. The Diffuse color is the object's color in poorly dissipated white light. It's usually the natural color of the object. Finally, the Specular color lets you simulate a reflection from a light source directed to the object. One specular light source is always present (let's call it the "main" one). If necessary, you can add more.

Parameters of Light Sources

The position of each light source is displayed on the sphere as a white circle, if the light is on, and a black circle, if the light is off. You can move light sources by dragging the corresponding circles. If there are no circles on the sphere, select the **Show spotlight controls** check box. The main light source can also be relocated using the **Azimuth** and **Elevation** controls.

Spot Size defines the size of the reflection. Using this parameter, you can make the light be more or less directed.

Shininess blurs the light spot, making its edge more or less sharp.

Together, **Spot Size** and **Shininess** let you make the object look matte or glossy. As a rule, a reflex from the same light source is big and blurred on a matte object, and small and sharp on a glossy object.

Border controls how quickly the light fades near the edge of the light spot.

Materials Based on Images

Using images, you can create materials similar to shading materials or something completely different. An image will be mapped on the object's surface. There are no settings for image-based materials except for the possibility of rotating them.

To create a new material, click the **Create from Image** button and choose a graphic file. Any further adjustments can be made in the main window.

Applying Stroke

Adding a stroke outlines text and vector shapes. If you apply the tool to a raster image, its rectangular edge will become outlined.

The **Stroke** tool is located in the *Stroke* section of the *Inspector*.
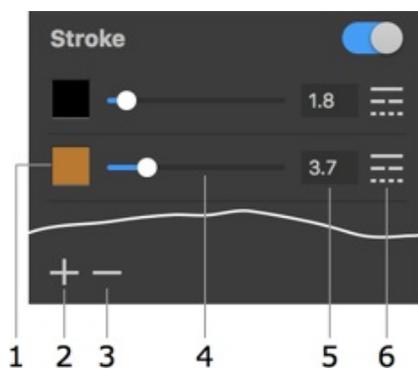
1 – Stroke color.

2 and 3 – Add and Remove strokes.

4 and 5 – The stroke width.

6 – The stroke pattern such as solid or dotted.

You can add multiple lines with different widths and colors.

If spaces between letters are too small after adding strokes, increase the **Kerning** parameter in the *Text* section.

The Shadow Effect

The *Shadow* tool is located in the *Effects* section of the *Inspector*.
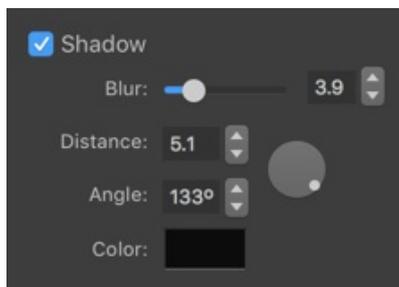
The **Blur** parameter defines the density of the drop shadow.

The **Distance** parameter defines the offset between the object and shadow which visually looks like the distance between the object and surface behind it.

The angle of the shadow changes the location of the virtual light source.

The round control near **Distance** and **Angle** lets you adjust these two parameters at once. Drag the handle off the center.

The **Color** parameter just gives you an option to make the shadow other than gray.

The Glow Effect

The *Glow* tool is located in the *Effects* section of the *Inspector*.
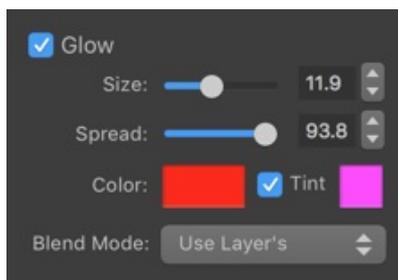
The **Size** parameter defines the width of the glow.

The **Spread** parameter defines the amount of the non-transparent area within the width of the glow.

The glow effect lets you set up one or two colors. When the **Tint** color is enabled, a second color outlines the main glow. In the picture below, 1 is the main color and 2 is the tint color.
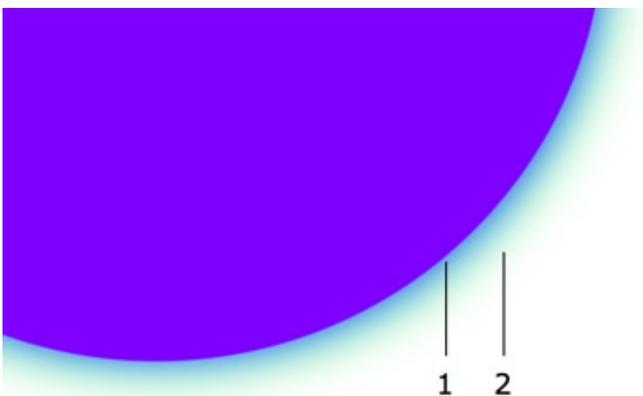
The Inner Shadow Effect

The *Inner Shadow* tool is located in the *Effects* section of the *Inspector*.
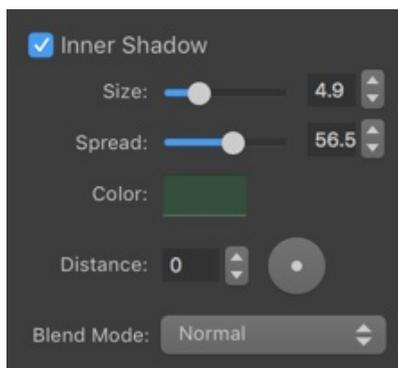
The **Size** parameter defines the width of the inner shadow.

The **Spread** parameter defines the amount of the non-transparent area within the width of the inner shadow.

The **Distance** parameter defines the offset between the object and inner shadow.

The **Blend Mode** option defines how the colors of the object and inner shadow interact with each other. The *Normal* option works well with most combinations of the object and inner shadow colors. *Multiply* takes effect when the shadow is darker than the object. Use *Screen* when the object is darker than the shadow.

One of possible uses of the **Inner Shadow** tool is to create the concave surface effect.

Applying Masks

The Mask effect creates transparent areas on an object. Masks can be used to make a part of an object invisible or to combine several objects.

To apply a mask, use the *Mask* section in the *Inspector*.

Masks in the library are black and white images. Black areas in a mask create transparent areas on an object.
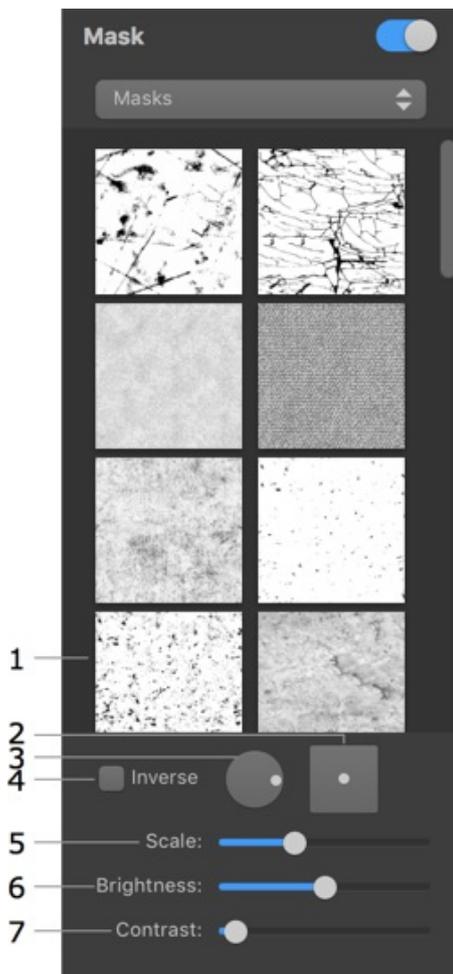
1 – The library of masks. Click on it to bring up the list of masks.

2 – The offset of the mask in relation to the object.

3 – The rotation angle.

4 – Inverse of the mask.

5 – The scale of the mask. The mask will be tiled if you make it smaller than the object.

6 – The brightness of the mask. This parameter makes the whole object more or less opaque.

7 – The contrast of the mask.

The **Brightness** and **Contrast** parameters are helpful when you use a colored image as a mask. In this case, these two parameters let you set up the threshold between the transparent and opaque areas.

The program applies a mask to your object after applying other effects such as transformation. This means that if you distort an object, the mask will not be affected.

Transformations

Transformation effects create geometric distortion of text or vector images (such as shapes or icons from the internal library). Transformations cannot deform raster images. If you transform a vector shape with an applied texture, the texture will not be deformed.

The Transformation tools are located in the *Geometry* section of the *Inspector*.
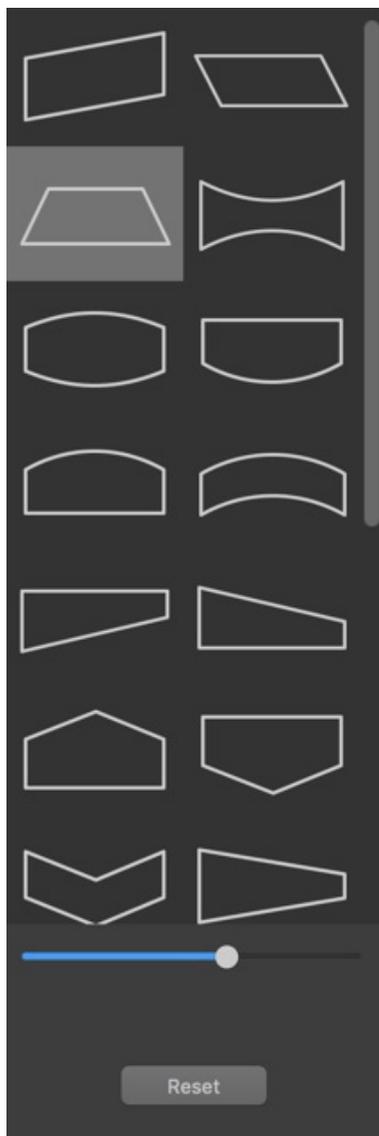
To transform an object, click on the **Transform** box to bring up the list of transformation tools. Then click on a tool to apply it. Finally, adjust the distortion using a slider below the list.

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

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

There are Geometric transformations which are based on patterns, and Spline transformations which distort objects along curves. Icons of spline transformations in the list have small circles.

Geometric Transformations

Geometric transformations are located at the top of the list.

Each of transformations has one or two parameters. To adjust them, use the sliders below the list.

Spline Transformations
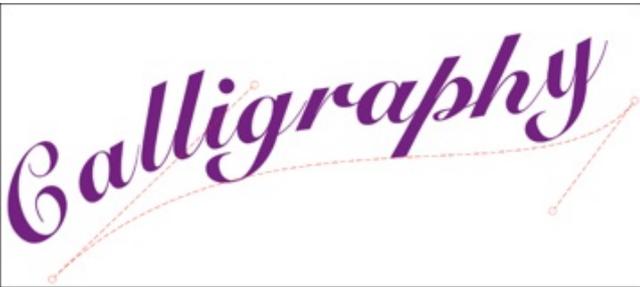
Spline transformations are primarily intended to distort text. Text goes along a spline which is straight by default. To distort it, you should curve the spline by dragging its handles on the canvas.

Note that the Curved Text transformation makes no change to a single letter or an image. You should apply it to at least several letters.

Introduction to 3D Effects

This section describes tools and effects compatible with 3D type objects.

The 3D tools can be effectively used only with text and vector objects. Any raster image turned into a 3D object will look the same way, like a rectangular prism.

When a 3D object is selected, it has a 3D rotation tool on the canvas in addition to regular resize and rotation handles. To rotate the object, click on the rotation tool and drag aside.
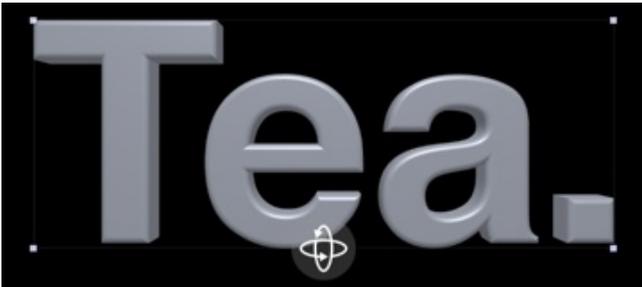
You can convert a 2D object to the 3D type by right-clicking on it on the canvas and choosing the **Convert to 3D** command. In the same way, you can convert from the 3D to 2D type. Changing the object type deactivates all the 2D or 3D effects that you have applied to the object.

The Text Editor

The program doesn't allow you to edit text directly on the canvas. You should use the text editor. It is located in the *Text* section of the *Inspector*. The 2D and 3D text editors are identical.

The alignment buttons affect the whole text.

The **Font** button opens the standard *Fonts* panel. You can change the font of the whole text or any of its parts. You should know that the **Size** controls in the *Fonts* panel are not intended to adjust the size of a text object in your document. Use these controls to create different parts of a text with different size of letters.

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

Kerning changes the distance between letters of the selected text.

Be careful with fonts with jagged characters. They usually take longer to render graphic effects. Some of these fonts can even cause unexpected results when you apply shading or 3D effects.

Applying Materials

The program has a library of pre-designed materials. It lets you apply materials in a few clicks. Additionally, you can customize any of library materials.

To apply a material, click the **Preset** button near the *Material* section title. Then choose one of the categories and click on a material.

Creating Materials

To create a new material, you can modify a default one. If any of the library materials is similar to what you want to create, start from this predesigned material.

To adjust the material properties, open the *Material* section in the *Inspector*.
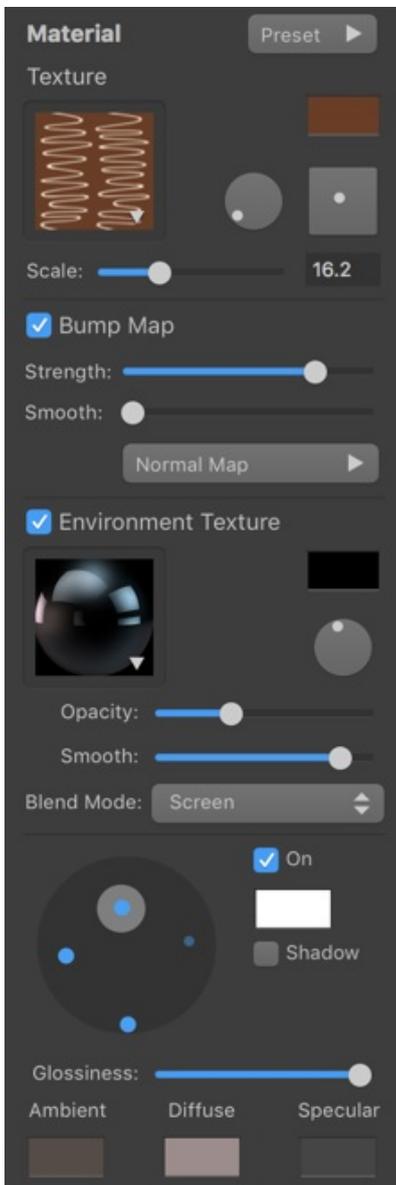
Texture

To open the texture library, click on the preview of the current texture. In the texture library, you can choose textures from categories, or select a plain color at the top of the library.

The **Color** button at the top right corner lets you change texture colors. Its effect is a combination of the Hue, Saturation and Brightness color properties. You can switch the *Colors* pane to the *HSB Sliders* mode to be able to adjust the sliders separately.
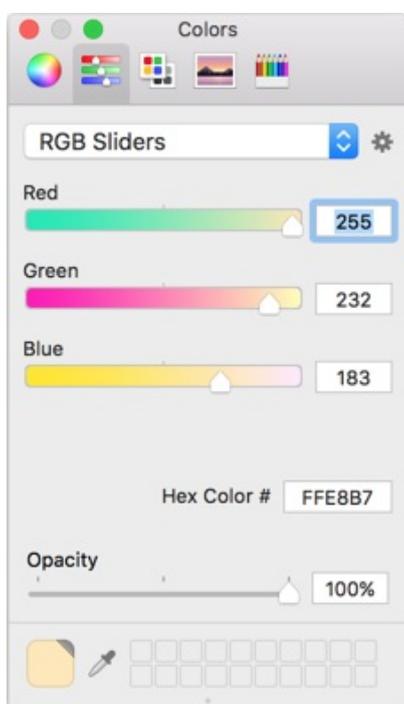
The round and square controls in the middle change the angle and offset of the texture.

Scale lets you magnify the texture.

Bump Map
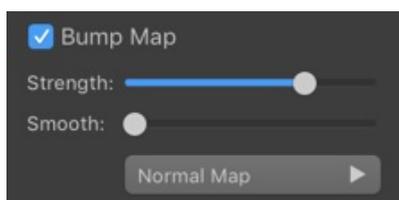
The **Bump Map** tool adds more volume to the texture details.

Strength controls the amount of roughness created by the tool.

Smooth makes the effect smooth.

Bump Map off:
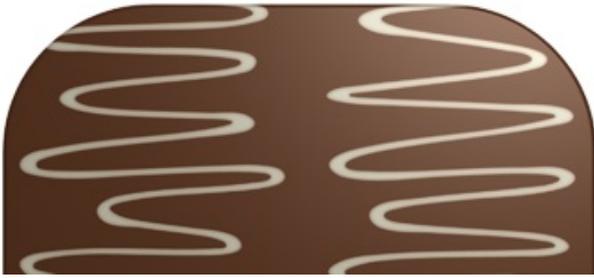
Bump Map on:
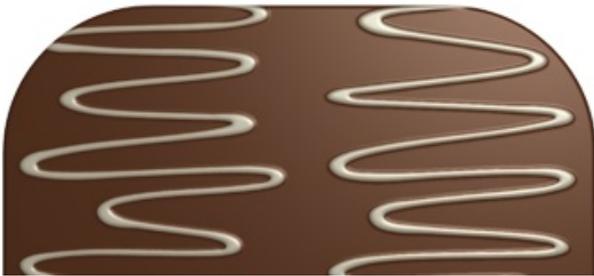
The **Bump Map** tool requires that a texture has contrast elements. Not all textures can produce a good result with this effect.

By default, the **Bump Map** tool uses the texture itself as a bump map. To select a different bump map, choose a texture in the pop-up library of the *Bump Map* section.
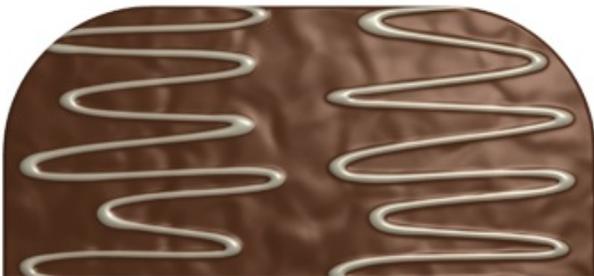
Environment Texture

The **Environment Texture** tool extends the lighting effect created by the Light Sources properties. By applying an environment texture, you can simulate reflexes from particular light sources such as windows.
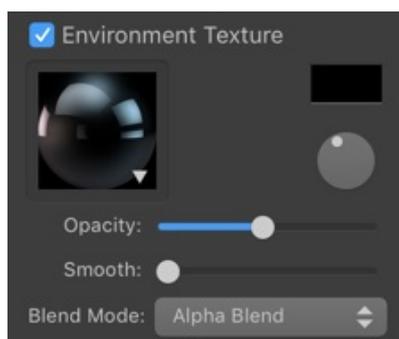
The **Color** button works the same way as the one in the Texture section.

A round control rotates the texture.

The **Opacity** parameter changes the amount of the effect applied to the object. This is useful when you need to mix the *Environment Texture* effect with others.

Smooth is intended to make the object matt or glossy. When you move the slider to the right, the object becomes matt.

The **Blend Mode** defines how the colors of the main and environment textures mix with colors of other effects.

Light Sources

The program lets you set up four light sources. In the preview, each of them is presented as a circle on a sphere. A blue circle means that the light is turned on, and a gray one indicates that the light is off. Smaller circles show the location of light sources behind the sphere.
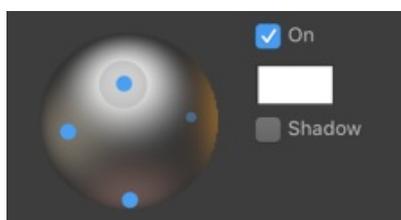
If a light source is on, it casts light on the sphere.

You can choose the light source color in the box to the right from the sphere.

The **Shadow** option allows object parts to cast shadows on the object itself. Unlike the Shadow effect in the *Effects* section, this option has no connection to the shadow that is cast on the background or other objects.

Material Finish and Colors

This group of material properties is responsible for how lighting affects the object. You should adjust the parameters below together with the light sources.
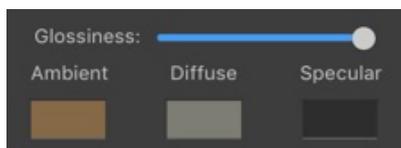
Glossiness makes the object look more or less glossy.

Ambient, **Diffuse** and **Specular** colors let you adjust the look of shadowed and lit parts of the object. It is easier to learn how these colors appear on the object when only one light source is on, a plain color is used as a texture and the **Bump Map** and **Environment Texture** tools are deactivated.

Ambient is the object's color when there is no light at all. It can be black, or more often a darker version of the **Diffuse** color.

Diffuse is the object's color under diffuse light. In many cases, it coincides with the natural color of the object.

The **Specular** color is used to create a reflection of a direct light source. The more matt the object is, the bigger and less sharp the light spot is. To control this, use the **Glossiness** slider.

Saving Custom Materials

As soon as you are happy with the customized material, you can save it in the *Custom* category of the material library. To do this, select an object with that material applied, click the **Preset** button, and then click on plus at the bottom of the material library.

To rename a custom material, double-click on its name.

To delete a custom material, select it in the library and click on minus.

The Shadow Effect

To access the **Shadow** tool, open the *Effects* section in the *Inspector*.
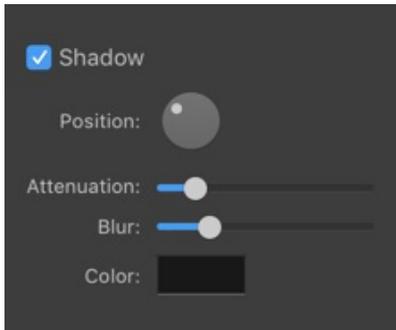
The **Position** lets you move the shadow around by changing the direction and how far the shadow spreads from the object. By dragging the handle, you change the location of a virtual light source.

The **Attenuation** parameter varies how quickly the shadow fades out.

Blur makes the shadow more or less soft.

The **Color** button lets you change the color of the shadow.

The Depth Gradient Effect

To access the **Depth Gradient** tool, open the *Effects* section in the *Inspector*.
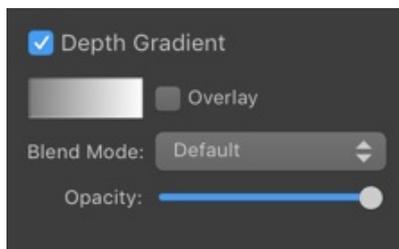
The *Depth Gradient* effect is intended to apply a gradient or solid color to the 3D object sides. This effect can be used to emphasize the transition from the lit up to shadowed object parts.
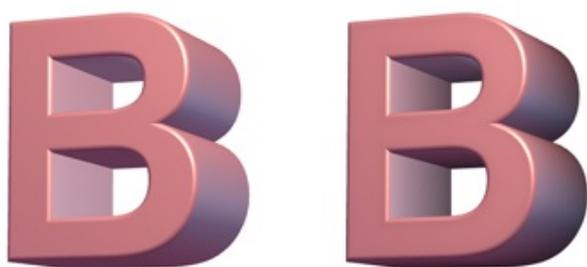
In order to open the gradient panel and set up the colors, click on the gradient icon. The gradient panel controls are described in the The Fill Effect section.

The **Overlay** option applies the *Depth Gradient* effect over other effects located in the *Material* tab.

The **Blend Mode** options define how to mix the gradient colors with colors produced by other effects.

By changing the **Opacity**, you can make the effect more or less strong.

If you swap the positions of the dark and light colors in the default gradient, you can create the backlight effect.

The Glow Effect

To access the **Glow** tool, open the *Effects* section in the *Inspector*.
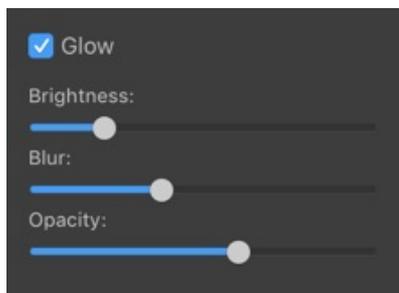
The **Brightness** parameter controls the amount of glow, mostly considering the position of the object in relation to light sources. In the picture below, the glow is only around the letter "S" because it is turned to the light source the most (due to transformation and 3D rotation).
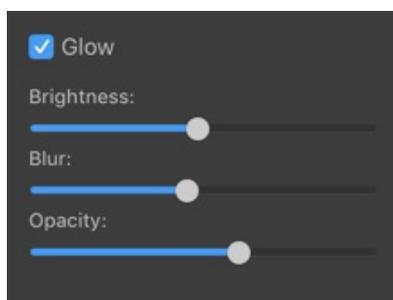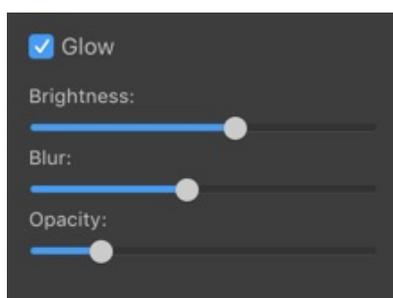

Increasing **Brightness** makes the effect spread over the other letters.
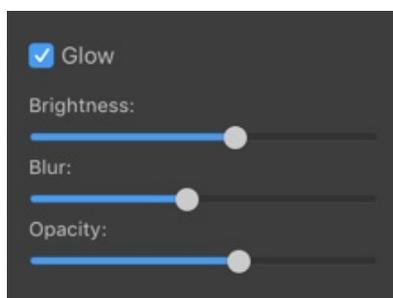
Blur makes the glow more or less soft, and consequently take more or less space around the object.

Opacity lets you control the amount of the effect but in a way that is different from **Brightness**. Here, you make the whole glow more or less strong through its transparency.

The *Glow* effect looks best with dark backgrounds.

The *Glow* effect highlights only the bright parts of an object. This makes it different from the 2D *Glow*

which appears around the whole object.

Glow is off:

Glow is on:

The Focus Effect

To access the **Focus** tool, open the *Effects* section in the *Inspector*.

The Focus effect has two settings **Length** and **Blur**.

The **Focal Length** parameter defines the distance to the point in focus.

Blur controls how blurred the object's parts which are not in focus will be.

The *Focus* effect works well if an object is rotated horizontally using the 3D rotation tool as the object was in perspective.

Applying Masks

To apply a mask to a 3D object, use the *Mask* section in the *Inspector*. The effect has exactly the same set of properties as the 2D mask.

The program applies a mask to your object after applying other effects such as transformation or 3D rotation. This means that if you distort an object, the mask will not be affected.

In order to achieve interesting effects, you can combine a masked layer with another layer in the background and have the gaps filled with some color.

Transformations

Transformation effects create geometric distortion of 3D objects. These tools are located in the *Geometry* section of the *Inspector*.
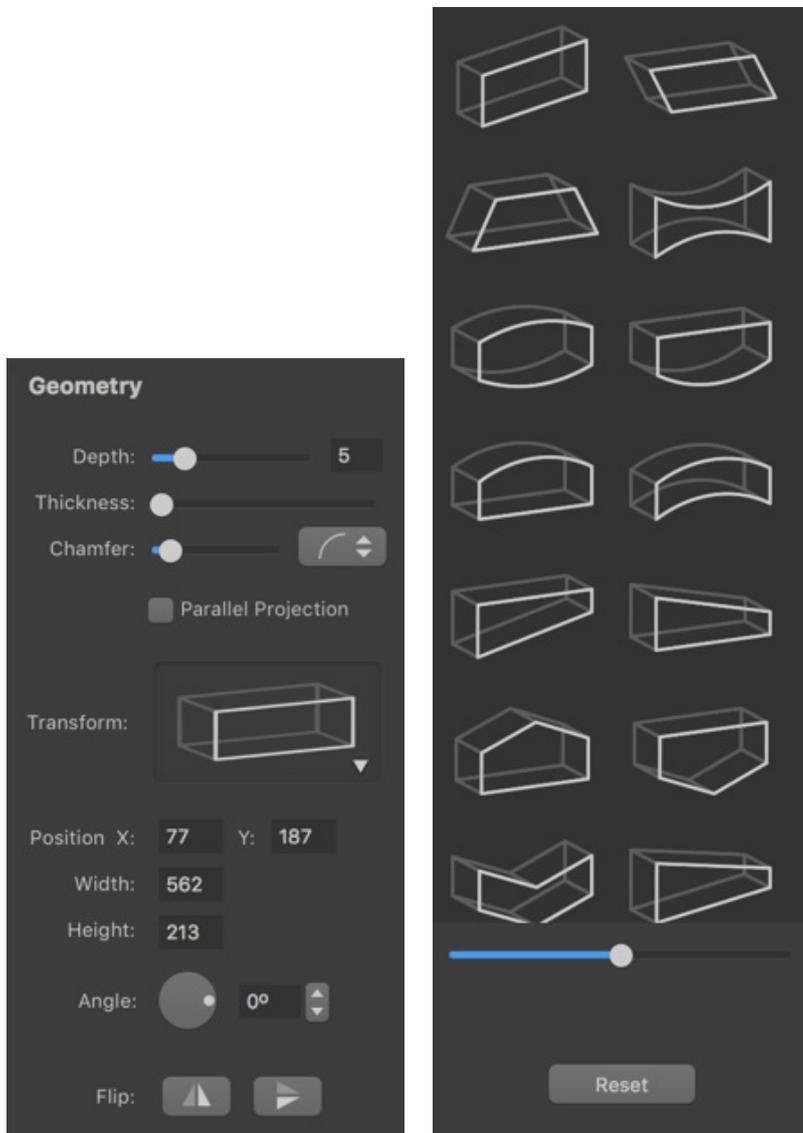
To transform an object, click on the **Transform** box to bring up the list of transformations. Then click on a transformation to apply it. Finally, adjust the distortion using the sliders below the list.

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

You can transform several selected 3D objects at the same time.

The 3D Object Settings

To access the 3D object settings, open the *Geometry* section in the *Inspector*. These parameters let you control the basic 3D object appearance.
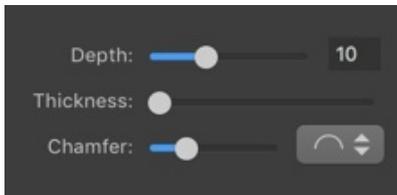
The **Depth** parameter makes the object more or less flat.

Thickness makes the object's parts thicker. With text, it may look as if you made it bold. Solid objects such as bricks just become slightly bigger.

Chamfer can make the object's edge rounded or sharp. You can also choose the shape of the chamfer.

Parallel Projection

When you apply the 3D rotation to an object, the program shows it in perspective by default.

If you are going to create a title for a website or an article, you may want all letters to have the same height. To do this, activate the **Parallel Projection** option in the *Geometry* section of the *Inspector*.

Exporting

You can export your design to a graphic file or copy it to the Clipboard.

To export your document to a graphic file:

1. Select **File > Export** in the main menu, or click the **Export** button at the bottom right corner of the canvas and choose **File...**

2. Type a file name and choose a destination folder.

3. Select an image format in the **Format** drop-down list.

4. Set up the available settings.

5. Click the **Save** button.

Exporting to the Clipboard

To copy your design to the Clipboard, click the **Export** button at the bottom of the canvas and choose **Clipboard**.

Your design will be exported in the PDF format. In the program Preferences, you can set up the image resolution for raster graphics to be copied to the Clipboard.

The **Export** button in the main window allows you to share your design. Instead of saving the design on the hard drive, it will be sent to a particular application or service. This function requires that you have installed and set up the respective application, or have an account for the service that you wish to use.

Sharing

Upon clicking the **Export** button below the canvas, you can find several sharing options. To use them, you should create a user account for the respective service and have your computer connected to the Internet.

Transparent Background

You can export your design as an image with a transparent background. To make it possible, the following conditions should be met:

- Your design should have the transparent background. To check this out, select the **Chessboard** background in the program *Preferences*. The chessboard will be seen through all transparent parts of your design.
- Export to a file format that supports transparency (alpha channel). These are: PDF, TIFF, PNG and GIF (activate **Include Transparency** in the *Export* dialog).
- It doesn't really concern Art Text, but you should know this. Applications that will receive an image, which you exported or copied via the clipboard, should also support the alpha channel. If an image has white or black background in a third party program, try to export from Art Text using a different file format.

Printing

To print your document:

1. Select **File > Print** in the main menu.

2. Set up the printing options.
   Make sure that the correct printer and paper format are selected.
   You should also check the settings in the *"Color and Quality"* as well as *Finishing* sections. These sections may have different names depending on the type of printer.
   Refer to the printer's documentation for more details.

3. Check if the design looks correct in the preview.

4. Click the **Print** button.

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