



ArtSuite

Apply Effects To Your Photos!



akvis.com

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AKVIS ARTSUITE 21.0 | FRAMES AND EFFECTS FOR YOUR PHOTOS

AKVIS ArtSuite is an impressive collection of versatile effects and frames for decorating photos. Make your pictures stand out!

Decorate a photo to give it an original and festive look!

You may need it on many occasions: when creating a postcard for your friends, making a holiday album, a personalized desktop wallpaper, or just playing with your images "for art's sake".

AKVIS ArtSuite offers several basic edge and artistic effects that allow creating an endless number of effect versions. The software includes a set of ready-to-use **AKVIS Presets** and lets you save your favorite settings as a preset.

The image decoration features in ArtSuite are grouped as **Frames** and **Effects**.



► ArtSuite Frames:

The frames in ArtSuite are striking edge effects for photographs. Add elegance and style to an image by putting it into a [classic frame](#) with wood carving or create a funny picture by adding some cheerful [frogs](#), shining [stars](#), and any other patterns!

The frame samples that come with ArtSuite can be easily tailored to your particular photo. Select a color for the frame; choose its form, its style, brightness, and the intensity of the applied edge effect. Frames can be easily combined with others ArtSuite effects.

You can add a [passe-partout](#), create a frame with [ragged](#) or [scratched](#) edges, simulate a [page curl](#), give your image a retro look by adding a [vignette](#). Create your unique frames! You can load any image as a sample and generate an original photo frame. The result can be astounding!



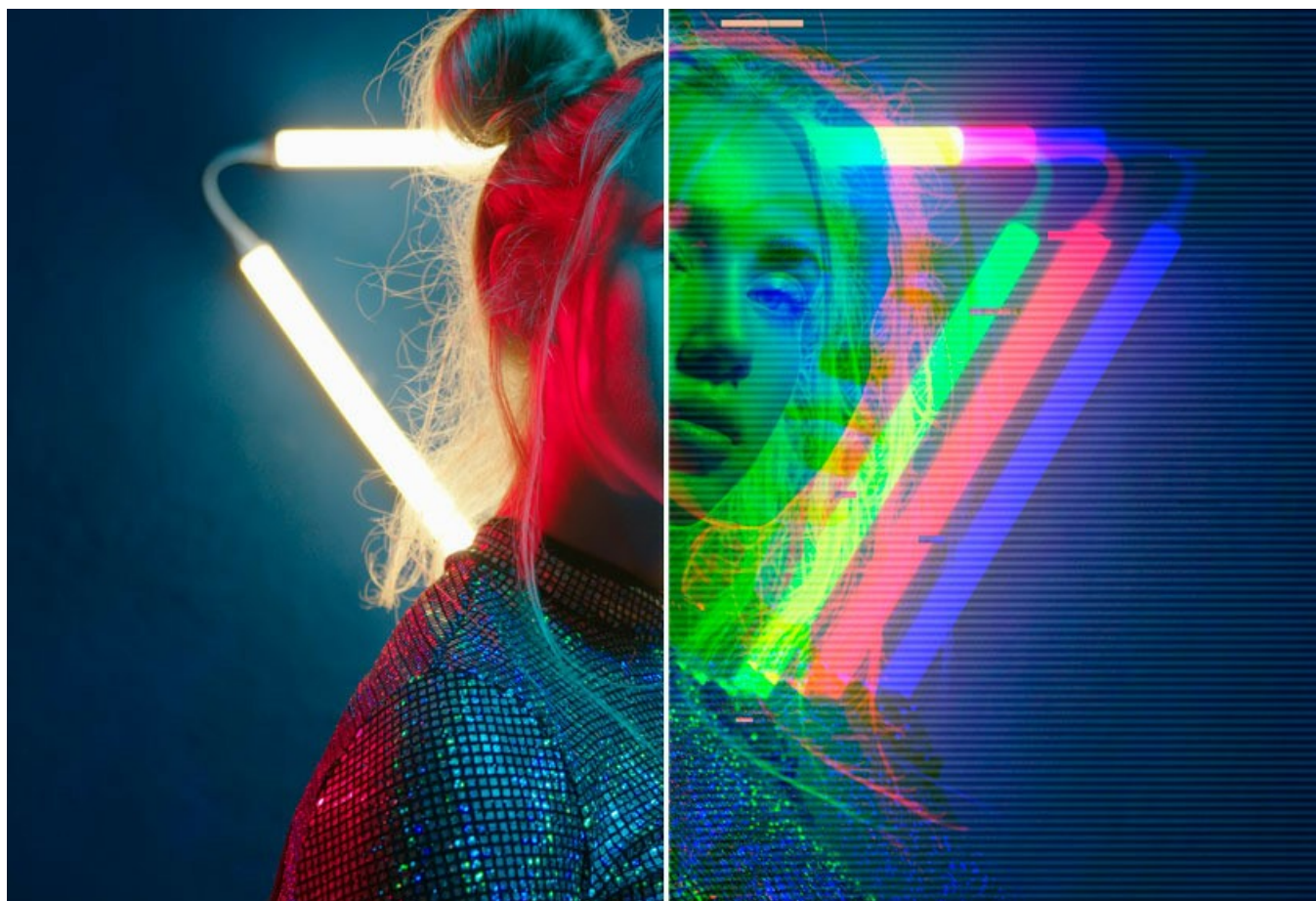
With ArtSuite Standalone, it's not only possible to create frames from samples, but also to apply ready-to-use [Hand Painted Frames](#), high-quality images with holes of any shape, in which to place photos. Some such frames are included in ArtSuite, and an additional [free set of frames](#) is available for download without charge.



You can install into the program [themed frame packs](#) of hand-made frames created by professional artists specifically for use in ArtSuite: Wedding Pack and Baby Pack, Christmas Pack, Seasons collection, Saint Valentine Pack, Halloween Pack, Communion & Confirmation, and others.

► ArtSuite Effects:

The effects in ArtSuite allow experimenting with photos – convert a photo into a [B&W image](#) and consequently add a color shade to it (for example, a sepia effect); [replace colors](#) on an image; [add a texture](#) (chosen from the built-in Library or custom one) so that the image looks like drawn on a canvas, brick wall, corrugated paper, etc. Give an artistic touch to your photos!



You can turn a photo into a [halftone](#) picture giving it a retro comic book look, add a touch of [glamour](#) to your portrait, apply brilliant [color stripes](#) or the trendy [glitch art](#) technique.

Make your photos look fresh and fancy!



AKVIS ArtSuite is easy to use and to learn and has a simple and intuitive interface. The program's window displays **Before** and **After** images for comparison. You can switch between them with a click on the image. The **Hints** panel shows the description of the parameters and buttons when you hover over them with the cursor.

The **Batch Processing** feature allows you to apply the same changes to a series of images, thus reducing time and increasing productivity.



AKVIS ArtSuite can be used as a *standalone* program and as *plugin* to a photo editor. [Compare features](#).

The plugin version is compatible with [AliveColors](#), Adobe Photoshop, Photoshop Elements, Corel PaintShop Pro, etc. Check the [compatibility](#) of the plugin.

INSTALLATION ON WINDOWS

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

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

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

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

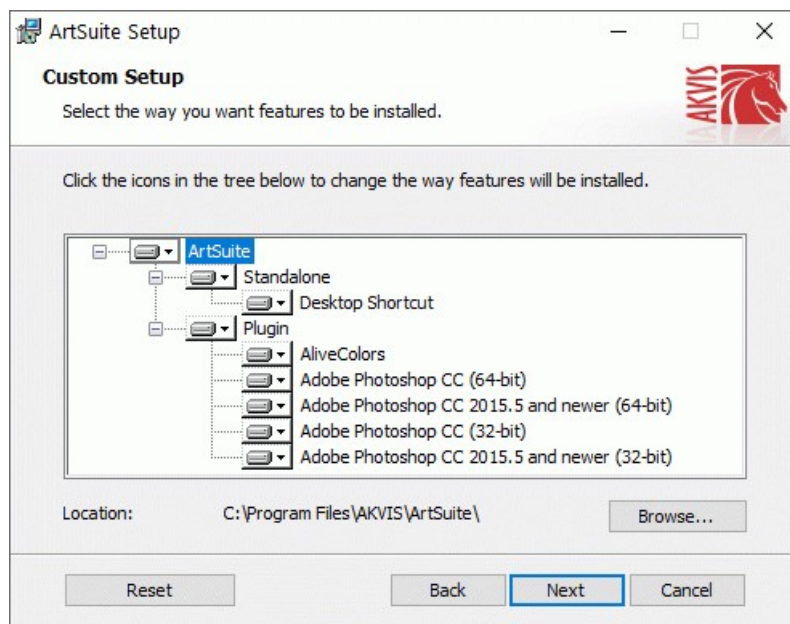
Activate the check box "**I accept the terms in the License Agreement**", and press **Next**.



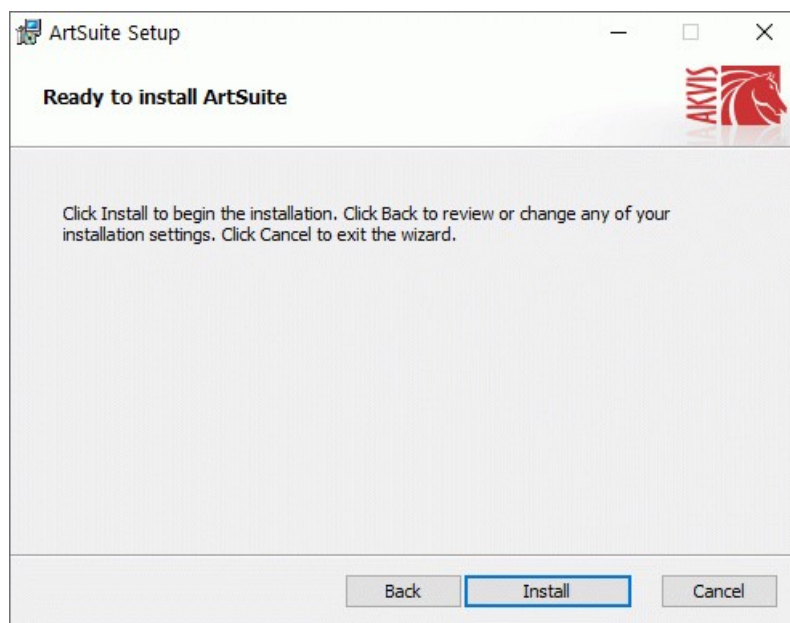
4. To install the **Plugin**, select your photo editor(s) from the list.

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

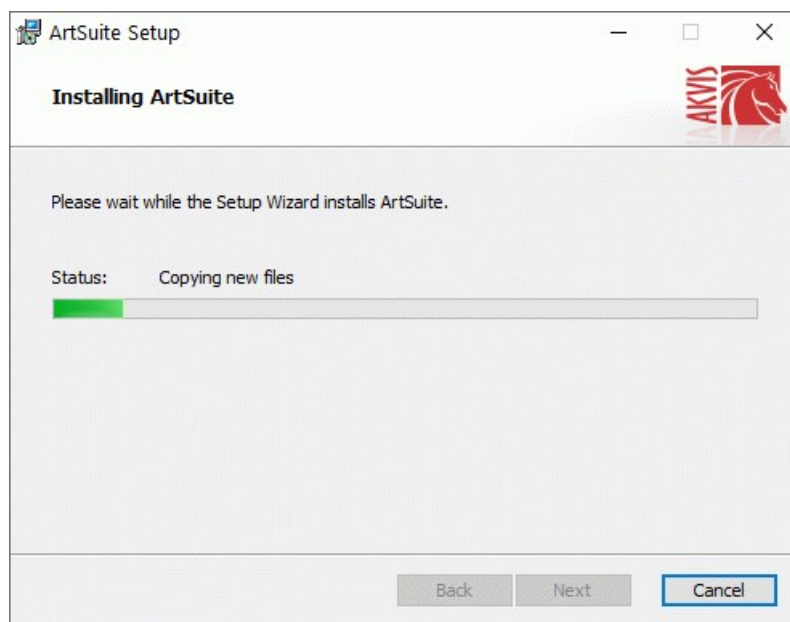
Press **Next**.



5. Press the **Install** button.

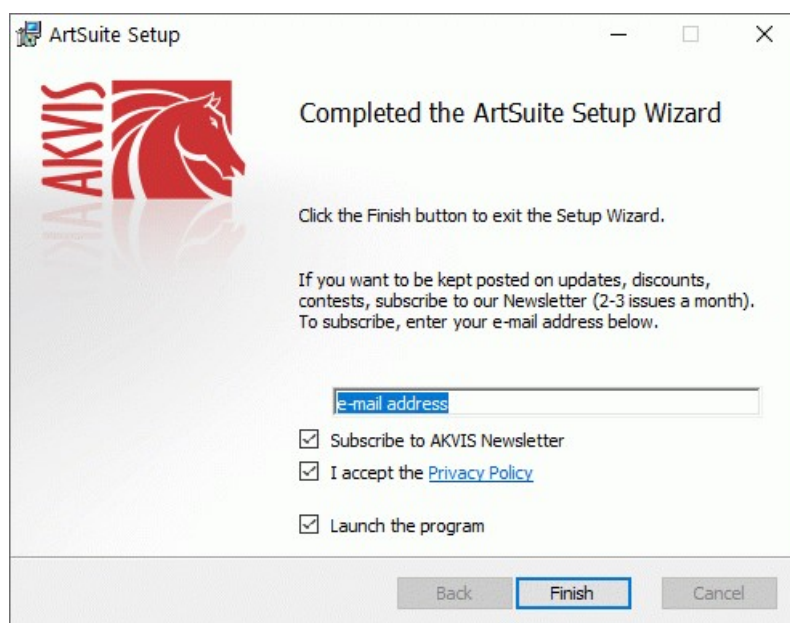


6. The installation is in progress.



7. The installation is completed.

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



8. Press **Finish**.

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

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

INSTALLATION ON MAC

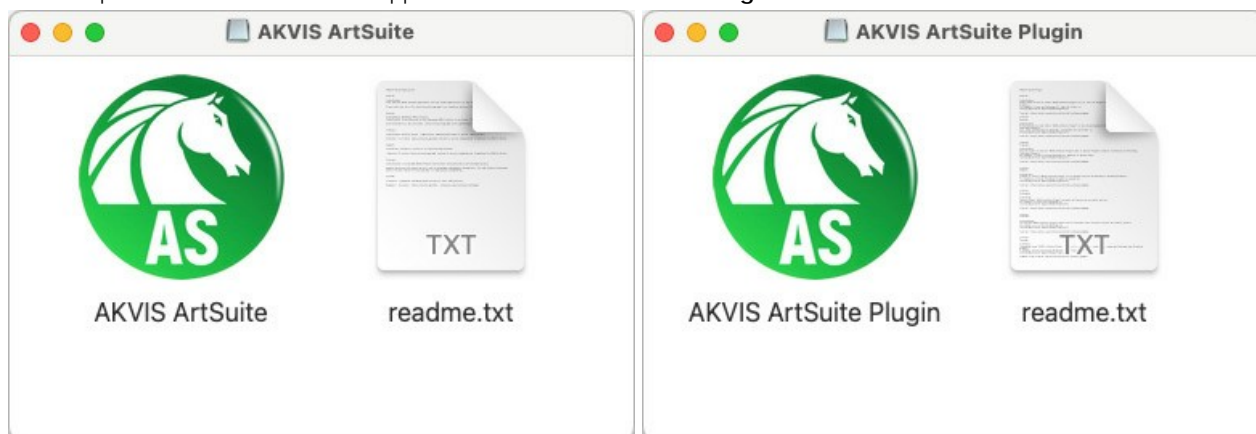
Follow the instructions to install the AKVIS software on a Mac computer.

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

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



3. **Finder** will open with **AKVIS ArtSuite** application or **AKVIS ArtSuite Plugin** inside.



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

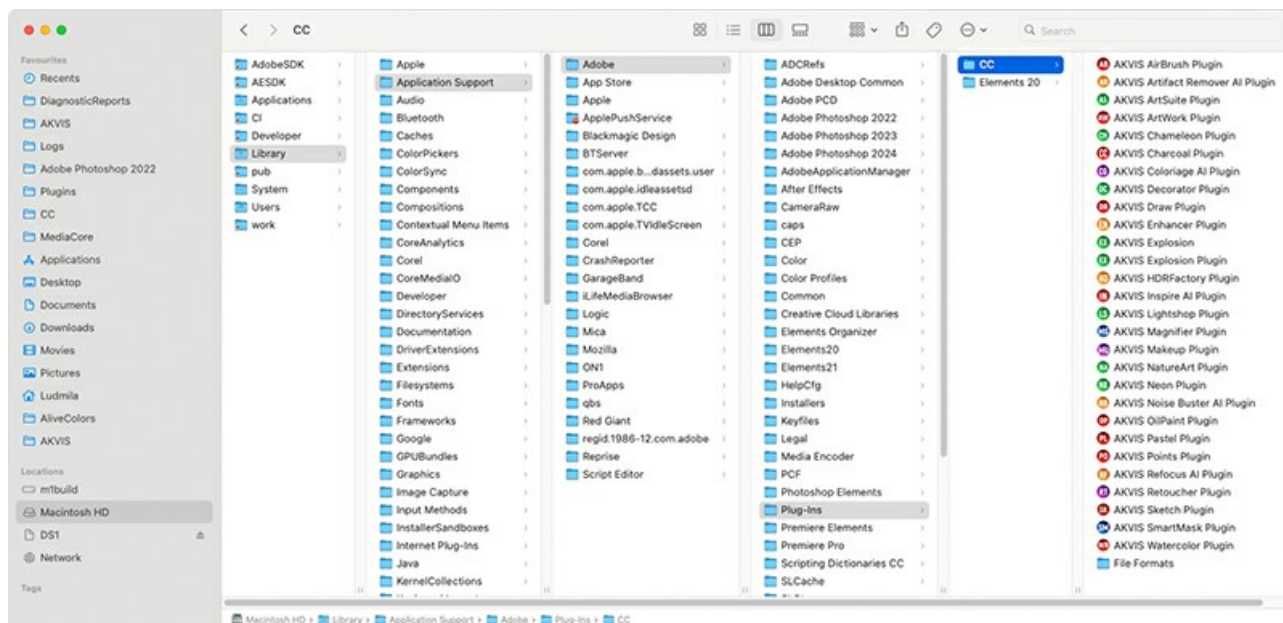
To install the **Plugin**, drag the entire **AKVIS ArtSuite Plugin** folder into the **Plug-Ins** folder of your graphic editor:

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

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

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

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



AKVIS Plugins on Mac
(click to enlarge)

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

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

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

INSTALLATION ON LINUX

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

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

Installation on **Debian**-based systems:

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

1. Run the terminal.
2. Create a directory to store keys:

```
sudo mkdir -p /usr/share/keyrings
```

3. Download the key that signed the repository:

```
curl -fsSL https://akvis.com/akvis.gpg | sudo tee /usr/share/keyrings/akvis.gpg >/dev/null
```

or

```
wget -O - https://akvis.com/akvis.gpg | sudo tee /usr/share/keyrings/akvis.gpg >/dev/null
```

4. Add the repository to the list where the system looks for packages to install:

```
echo 'deb [arch=amd64 signed-by=/usr/share/keyrings/akvis.gpg] https://akvis-deb.sfo2.cdn.digitaloceanspaces.com akvis non-free' | sudo tee /etc/apt/sources.list.d/akvis.list
```

5. Update the list of known packages:

```
sudo apt-get update
```

6. Install AKVIS ArtSuite

```
sudo apt-get install akvis-artsuite
```

7. The installation is completed.

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

8. For automatic updates, use the command:

```
sudo apt-get upgrade
```

To remove the program:

```
sudo apt-get remove akvis-artsuite --autoremove
```

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

1. Run the terminal.
2. Register the key that signed the repository:

```
sudo rpm --import https://akvis.com/akvis.asc
```

3. Add the repository to the system:

```
sudo wget -O /etc/yum.repos.d/akvis.repo https://akvis.com/akvis.repo
```

4. Update the package list:

when using the **dnf** package manager:

```
sudo dnf update
```

when using the **yum** package manager:

```
sudo yum update
```

5. Install AKVIS ArtSuite:

when using the **dnf** package manager:

```
sudo dnf install akvis-artsuite
```

when using the **yum** package manager:

```
sudo yum install akvis-artsuite
```

6. The installation is completed.

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

7. For automatic updates:

when using the **dnf** package manager:

```
sudo dnf upgrade
```

when using the **yum** package manager:

```
sudo yum upgrade
```

8. To remove the program:

when using the **dnf** package manager:

```
sudo dnf remove akvis-artsuite
```

when using the **yum** package manager:

```
sudo yum remove akvis-artsuite
```

Installation on **openSUSE**.

1. Run the terminal.
2. Login as a root user.
3. Add the key that signed the repository:

```
rpm --import http://akvis.com/akvis.asc
```

4. Add the repository to the system:

```
zypper ar -r https://akvis.com/akvis.repo akvis
```

5. Update the package list:

```
zypper ref
```

6. Install AKVIS ArtSuite:

```
zypper install akvis-artsuite
```

7. The installation is completed.

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

8. For automatic updates:

```
zypper update
```

To remove the program:

```
zypper remove akvis-artsuite
```

Installation using **Flatpak**:

1. Run the terminal.
2. Add the Flathub repository

```
sudo flatpak remote-add --if-not-exists flathub https://flathub.org/repo/flathub.flatpakrepo
```

3. Add the AKVIS repository

```
sudo flatpak remote-add --if-not-exists akvis --from https://akvis-flatpak.sfo3.cdn.digitaloceanspaces.com/com.akvis.flatpakrepo
```

4. Install AKVIS ArtSuite:

```
sudo flatpak install -y akvis com.akvis.akvis-artsuite
```

-
5. The installation is completed.

Launch the program using the program shortcut or the terminal:

```
flatpak run com.akvis.akvis-artsuite
```

6. To update all installed flatpaks, use the command:

```
sudo flatpak update -y
```

to remove the program:

```
sudo flatpak remove -y com.akvis.akvis-artsuite
```

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


AKVIS SOFTWARE ACTIVATION

Attention! During the activation process your computer must be connected to Internet.

If it is not possible, we offer you an alternative way ([see below for Offline Activation](#)).

Download [AKVIS ArtSuite](#) and install the program. [Read the Installation Instruction here](#).

When you run the unregistered version, a splash window will appear displaying general information about the version and the number of days left in your trial period.

You can also open the **About the Program** window by pressing the button  in the program's Control Panel.



Click on **TRY IT** to evaluate the software. A new window will appear with variants of licenses to test.

You do not need to register the trial version to try all features of the software. Just use the program during the evaluation time (10 days after the 1st start).

During the test period you can try all options and choose the license you like. Select one of the offered functionality types: **Home** (Plugin or Standalone), **Home Deluxe**, or **Business**. Your choice of license will affect which features will be available in the program. [Consult the comparison table](#) for more details about license types and versions of the software.

If the trial period has expired, the **TRY IT** button is disabled.

Click on **BUY NOW** to choose a license to order.

When the payment is effected, your serial number for the program will be sent to you within minutes.

Click on **ACTIVATE** to start the activation process.

AKVIS ArtSuite Version 19.5.3595.21069-r app (64bit)


ACTIVATION

Customer Name:

Serial Number (Key):

☒ Direct connection to the activation server
☐ Send a request by e-mail

Lost your serial number? [Restore it here.](#)
 Activation problems? [Contact us.](#)
[Copy HWID.](#)

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Enter your name (the program will be registered to this name).

Enter your serial number (your license key).

Choose the method of activation — either direct connection to the activation server or by e-mail.

Direct connection:

We recommend activating the program using direct connection, as it is the easiest way.

At this step your computer must be connected to Internet.

Press **ACTIVATE**.

Your registration is completed!

Request by e-mail:

In case you have chosen activation by e-mail, a message with all necessary information will be created by the program.

NOTE: You can also use this method for **Offline Activation**:

If your computer is not connected to Internet, transfer the activation message to a computer connected to Internet, for example, with a USB stick. Send us this information to: activate@akvis.com.

Please do not send the screenshot! Just copy the text and save it.

We need your serial number for the software, your name, and HardwareID (HWID) of your computer.

We will generate your license file (**ArtSuite.lic**) using this information and will send it to your e-mail address.

Save the **.lic** file (do not open it!) to your computer where you want to register the software, in the **AKVIS** folder in Users' Shared (Public) Documents:

♦ Windows:

C:\Users\Public\Documents\AKVIS

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

♦ Mac:

/Users/Shared/AKVIS

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

♦ Linux:

/var/lib/AKVIS

Your registration is completed!



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

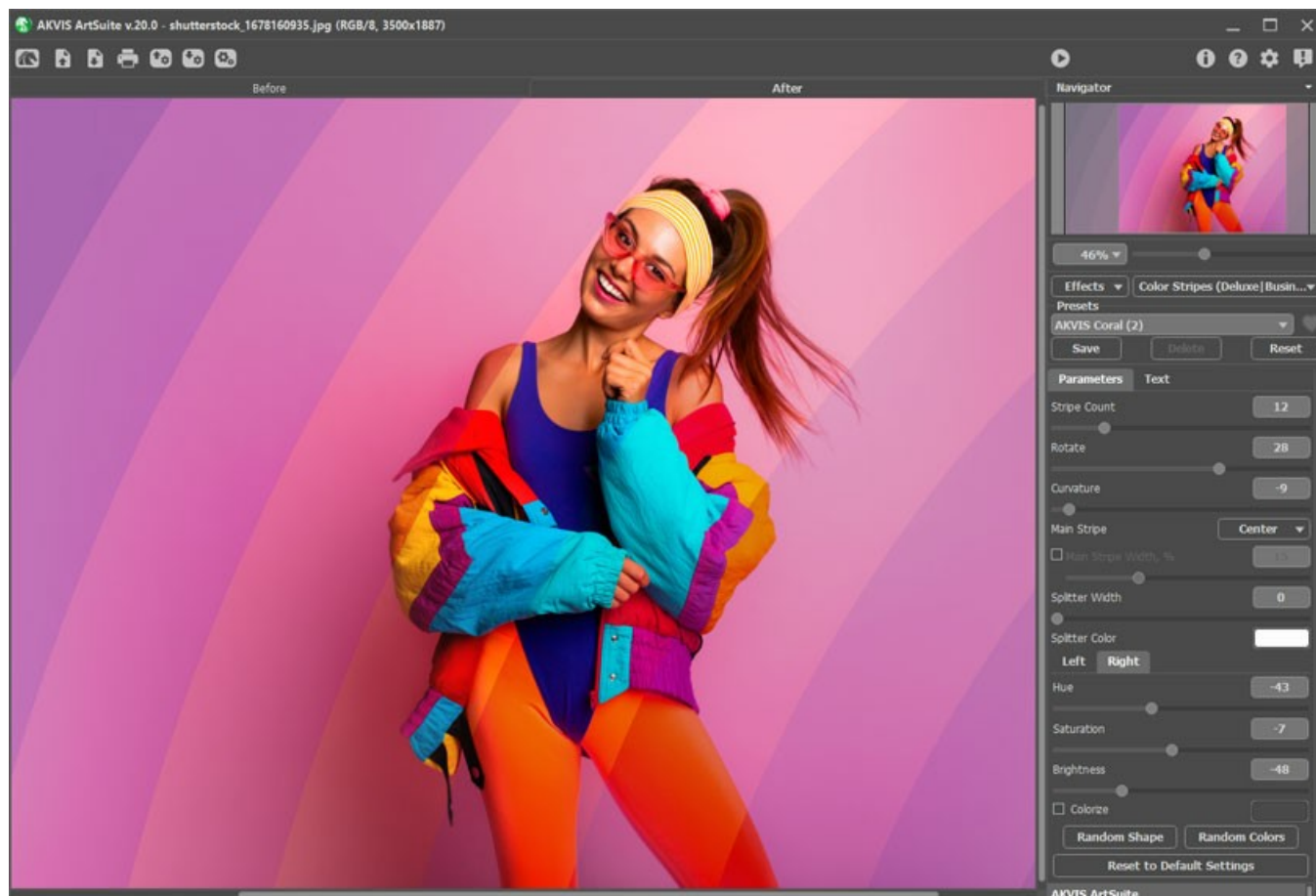
WORKSPACE

AKVIS ArtSuite can work independently as a standalone program as well as a plug-in to a photo editor.

Standalone is an independent program. You can run it in the usual way.

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


The workspace of **AKVIS ArtSuite** looks like this:





Features of the Workspace:

Most of the **AKVIS ArtSuite** workspace is taken by the **Image Window** with two tabs: **Before** and **After**. The **Before** tab shows the original image, the **After** tab shows the result. To switch between the tabs and compare the original and the resulting images, just click anywhere in the image.

In the upper part of the window you can see the **Control Panel**. The **Control Panel** has the following controls:


The button  opens the home page of **AKVIS ArtSuite**.


The button  (only in the standalone version) opens an image for processing. The hot-keys are **Ctrl+O** on Windows, **⌘+O** on Mac. Right mouse click this button to display the list of recent files. You can change the number of recent documents in the program's [Preferences](#).


The button  (only in the standalone version) saves the processed image to the disk. The hot-keys are **Ctrl+S** on Windows, **⌘+S** on Mac.

The button  (only in the standalone version) prints the image. The hot-keys are **Ctrl+P** on Windows, **⌘+P** on Mac.


The button  exports user [presets](#) to a file *.arts.


The button  imports the saved user presets (*.arts).


The button  /  turns the selection on/off (only for the [Glitch Art](#) effect).

The button  (only in the standalone version) opens the [Batch Processing](#) dialog to automatically process a series of images.


The button  starts applying the chosen frame/effect to the image. Use hot-keys: **Ctrl+R** on Windows, **⌘+R** on Mac.

The button  (only in the plug-in version) applies the result and closes the program window of **AKVIS ArtSuite**. The hot-keys are **Ctrl+S** on Windows, **⌘+S** on Mac.

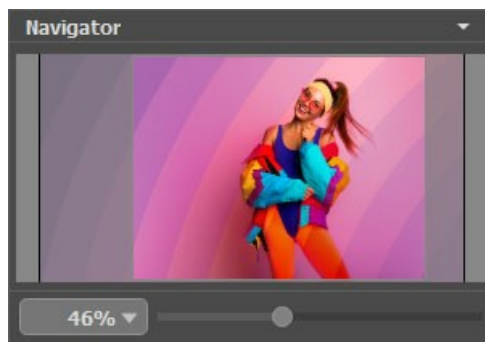
The button  calls information about the program.

The button  calls help files to the program. The hot-key is **F1**.

The button  calls the **Preferences** dialog box.

The button  opens a window showing the latest news about ArtSuite.

Moving and scaling the image is done in the **Navigator**. In the **Navigator** you can see the reduced copy of the image. A frame surrounds the part of the image visible in the **Image Window**; the area outside of the frame will be shaded. The frame can be dragged to display a different part of the image. To move the frame, bring the cursor inside the frame, press the left mouse button and while keeping it pressed, drag the cursor.



Additionally, you can move the image in the **Image Window** with the scroll bars or by holding down the space bar, then holding down the left mouse button while moving the mouse. The mouse's scroll wheel can move the image up and down, and holding **Ctrl** on Windows, **⌘** on Mac – while using the scroll wheel will move the image left and right. Holding **Alt** on Windows, **Option** on Mac will scale the image. Right-click the scroll bar to activate the quick navigation menu.

It is also possible to enter a new scale coefficient into the appropriate field. Frequently used scale coefficients can be found in a fall-down menu. You can also scale the image using hot-keys: **+** and **Ctrl** + **+** on Windows, **⌘** + **+** on Mac to scale up the image, **-** and **Ctrl** + **-** on Windows, **⌘** + **-** on Mac to scale down the image.

Under the **Navigator** there is the **Settings Panel** where you can select a **Frame/Effect**, choose a **Preset**, and adjust the parameters.

Under the **Settings Panel** you can see **Hints** for the parameters and buttons when you hover over them with the cursor. You can choose where the hints will be shown or hide them in the **Preferences**.


HOW IT WORKS

AKVIS ArtSuite can work independently as a *standalone* program as well as a *plugin* to a photo editor.

Follow the instructions below to add a frame/effect to an image with **AKVIS ArtSuite**:

Step 1. Open an image.

- If you work with the standalone edition:

The dialog box **Select File to Open** appears if you double-click in the empty workspace of the program or if you click  on the **Control Panel**. You can also drag the image into the program workspace.

The Standalone edition of **AKVIS ArtSuite** supports **BMP**, **JPEG**, **PNG**, **TIFF**, **WEBP**, and **RAW** file formats.

- If you work with the plugin:

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


Call the **AKVIS ArtSuite** plugin. To this effect, select the menu item:

In **AliveColors**: Effects -> AKVIS -> ArtSuite;
 in **Adobe Photoshop**: Filter -> AKVIS -> ArtSuite;
 in **Corel PaintShop Pro**: Effects -> Plugins -> AKVIS -> ArtSuite;
 in **Corel Photo-Paint**: Effects -> AKVIS -> ArtSuite.

Attention! Some frames in **ArtSuite** have **Transparency**. We recommend you start working with the plugin by unlocking the background layer or making the layer's copy. Otherwise, the result achieved with **ArtSuite** will not be visible.



Step 2. Select **Effects** or **Frames**, then choose one of the frames/effects available in the drop-down menu. You can apply one of the **AKVIS Presets** or adjust the settings to your liking.

Step 3. Choose the processing mode. By default, the **Autorun Mode** is enabled, and the image is processed automatically. You can disable the **Autorun Mode** check-box in the **Preferences**  and start image processing manually by pressing .

The result will be shown in the **After** tab. By clicking anywhere in the image, you can temporarily switch between the **Before** and **After** tabs.




Step 4. You can add text, watermark, or logo to your image in the **Text** tab. Enable one of the options: either **Text** or **Image**.
Step 5. It is possible to save the settings as a preset for further use.


To save a preset, enter its name into the **Presets** field above the settings and press **Save**.

If you change the parameters, you can always come back to the default settings of the selected preset by pressing **Reset**.

To delete your preset, select it from the list and press **Delete**.

The icon   next to the **Presets** field adds the selected preset to **Favorites** or removes it from this group of presets.


To export user presets as a separate file with the ending **.arts** use . To load previously saved presets, press .

Step 6. In the standalone version you can also [print](#) your picture with .




Step 7. Save the processed image.

- If you work with the standalone edition:

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

- If you work with the plugin:

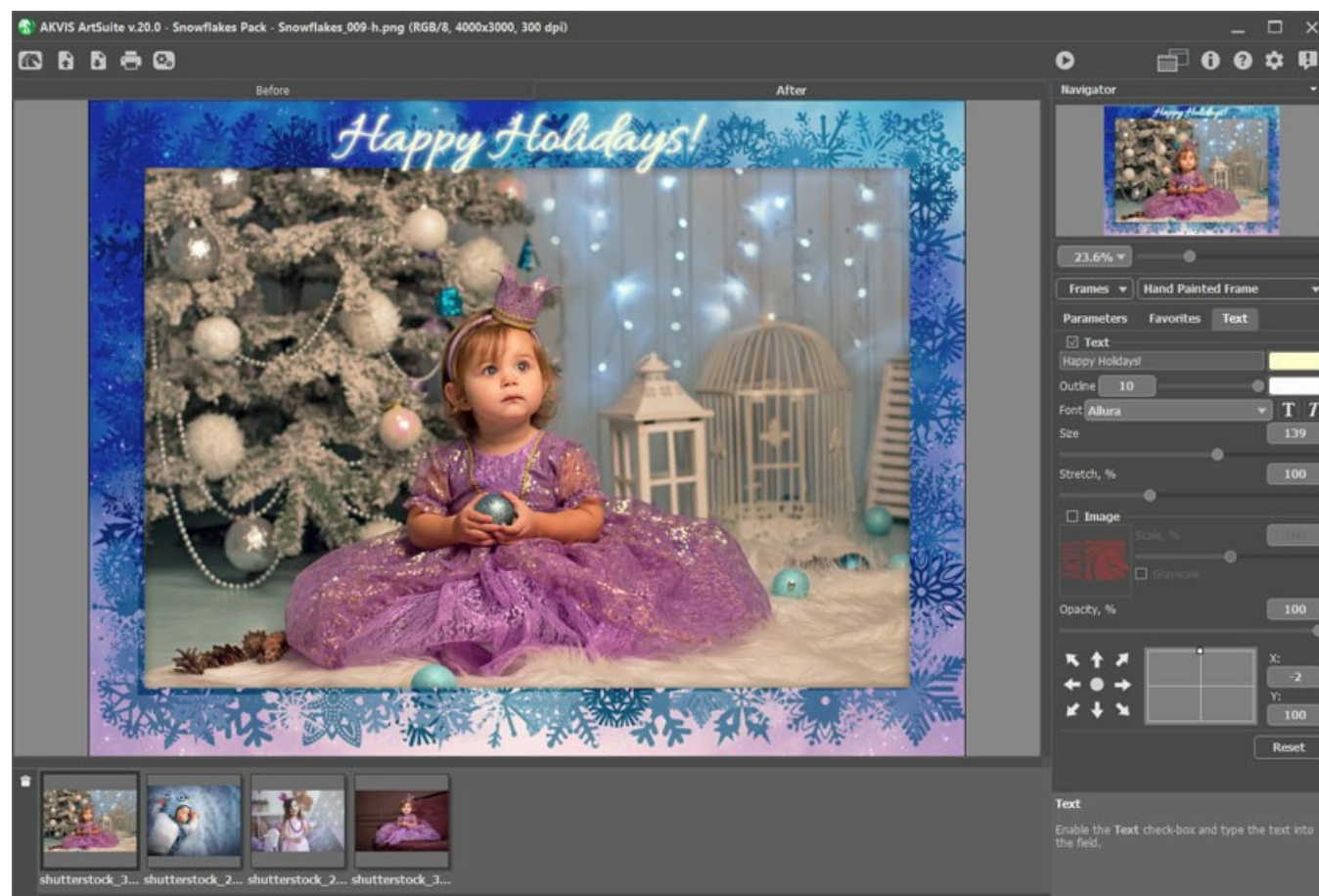
Press the button  to apply the changes and to close the plug-in window.

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

ADD TEXT OR WATERMARK

In **AKVIS ArtSuite**, you can personalize your picture by adding a signature, a greeting inscription, a clip art image, or any design elements, insert a logo or a watermark.


Switch to the **Text** tab and enable one of the modes: **Text** or **Image**.

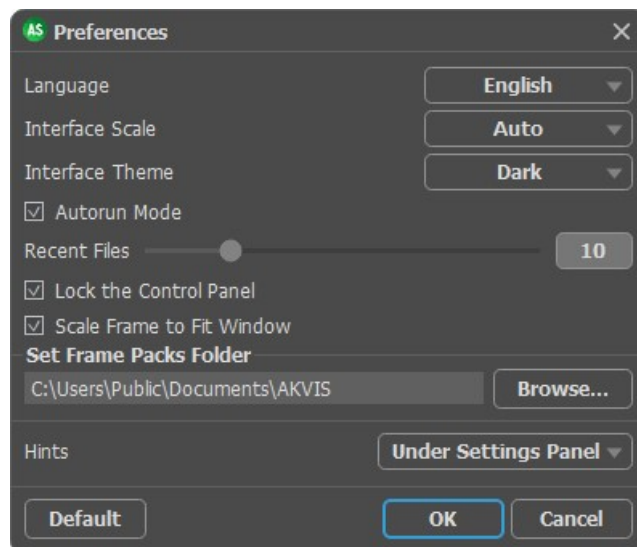


Adding Text


[Learn more about the settings of the Text tab.](#)


PROGRAM PREFERENCES

The button  opens the **Preferences** dialog box. It looks like this:



- **Language.** Change the program language by selecting another from the drop-down list.
- **Interface Scale.** Choose the size of the interface elements. When it is set to **Auto**, the program workspace will automatically scale to fit the screen resolution.
- **Interface Theme.** Select the style of the program interface: **Light** or **Dark**.
- **Aotorun Mode** check box. If this box is checked, any changes to the frame will be updated automatically. We do not recommend using this mode with the **Texture** effect or the **Frost** frame.

This mode does not work when using a **Hand Painted** frame. You must press the  button in order to see changes applied.

- **Recent Files** (available only in the standalone version). The parameter sets the number of recent files, sorted by time, displayed in the list by right-clicking on  (maximum: 30 files).
- **Lock the Control Panel** check-box. It disables the possibility to hide/show the top panel. If the check-box is selected the panel is always visible. Uncheck the option to unlock the panel, and you will be able to hide/show it by clicking on the small triangle button (in the middle of the panel). The minimized panel will be shown when moving the cursor over it.
- **Scale Frame to Fit Window.** If the check-box is enabled, the image scale will be resized to the size of the window when selecting a frame. If it is disabled, the scale will remain unchanged.
- **Set Frame Packs Folder** (only in the standalone version). Select a folder where you want to keep additional frame packs (*.zip files) to use them in the **Library of Hand Painted Frames**.

By default, this is the AKVIS folder in the Shared Documents folder, but you can choose any folder you wish.

- **Hints.** Choose how the hints will be shown:
 - **Under Image Window;**
 - **Under Settings Panel;**
 - **Hide.**

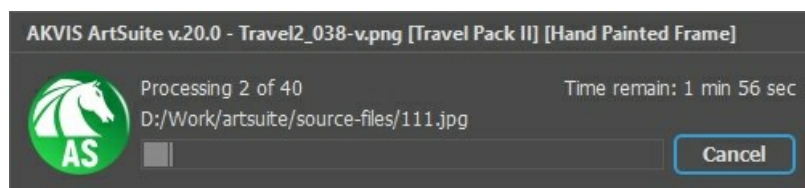
To save changes made in the **Preferences** window, press **OK**.

If you need, click the button **Default** to come back to the default settings.

BATCH PROCESSING

AKVIS ArtSuite supports the **Batch Processing** feature that lets you automatically edit a series of images with the same settings of the **Effect/Frame**. It is useful when creating a number of illustrations at the same style and saves you time and efforts.

When using the **Hand Painted Frame** in the batch mode, take into account that will be used only the selected template to process all photos in the folder. If the frame contains multiple holes, the images will be placed in the most appropriate way.



Batch Processing



Processing with The Selected Frame

If you use the standalone version of **AKVIS ArtSuite**, [read the instructions here](#).

If you use the **ArtSuite** plugin in graphics editors, [use this tutorial](#).

BATCH PROCESSING WITH PHOTOSHOP PLUGIN

The AKVIS plugins support the automation feature in **Adobe Photoshop**.

Batch processing is very useful and time saving when you have to apply the effects to a number of photos. This method applies the same settings to a folder full of images.

Even if you have never used batch processing you will find no difficulties in understanding it. First you create an **Action** in Photoshop and then apply it to a photo folder.

Follow the instructions:

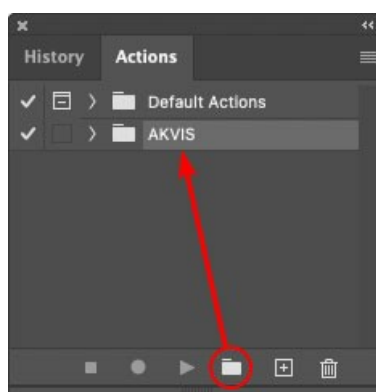
Step 1. Create two new folders, for example: "source-files" and "result-files". Place original images into the "source-files" folder. The results will be saved in the "result-files" folder.

Step 2. Open one of the original images in **Adobe Photoshop**. We will use this photo to adjust the plugin's settings and create an action.



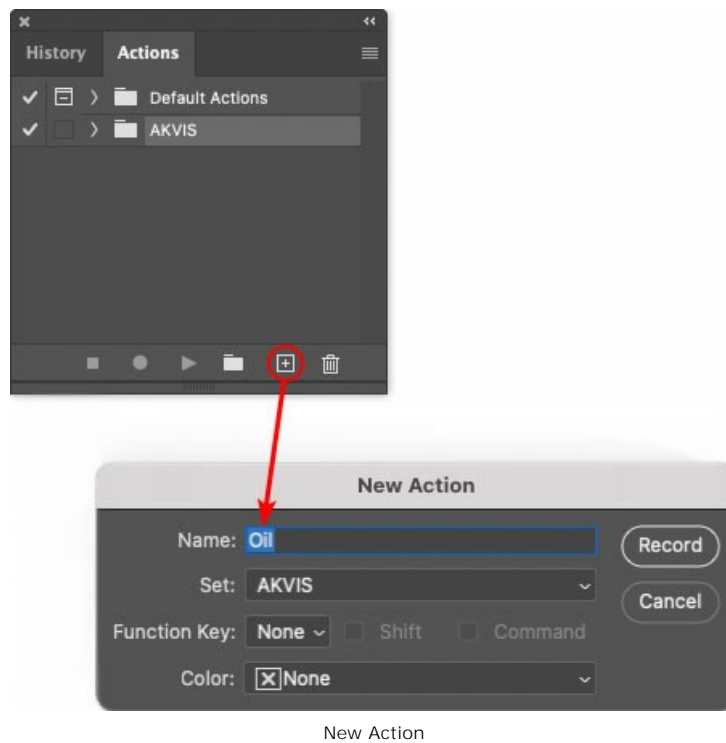
Step 3. In the **Actions** palette click **Create New Set** button. In the dialog window give a name for a new set of actions, for example, "AKVIS".

If you already have a special set for the AKVIS actions, you can just choose it.



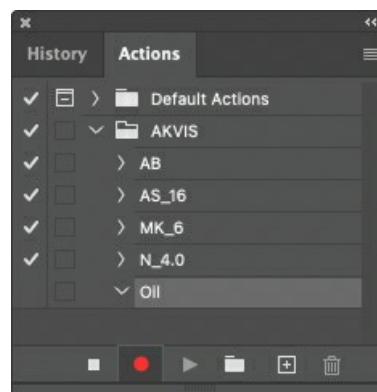
Actions Palette

Step 4. Press **Create New Action** and give a name for it, for example, "Oil".

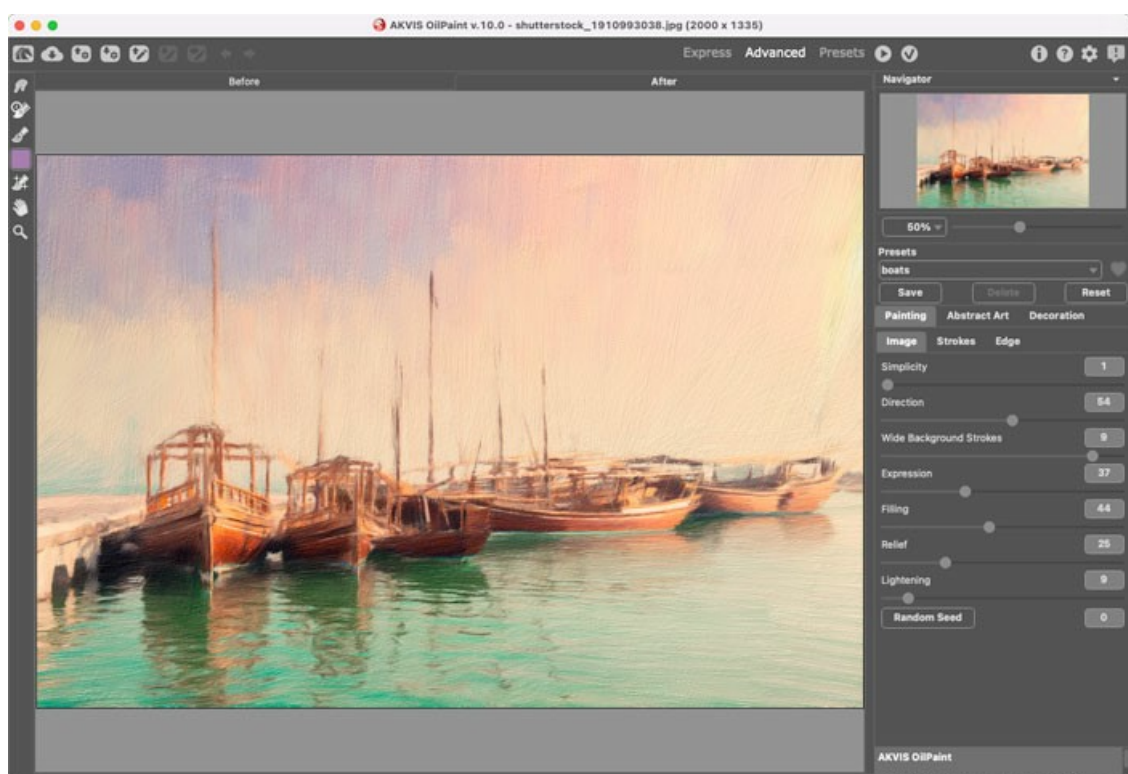



New Action

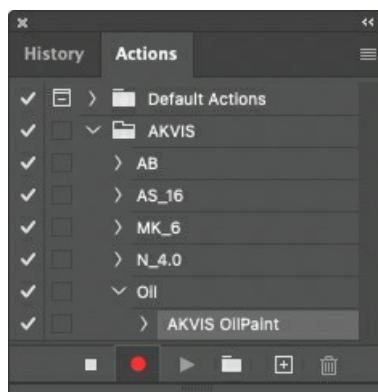
Press the **Record** button, and the recording of the action will immediately start.



Step 5. Call the plugin and adjust its parameters.

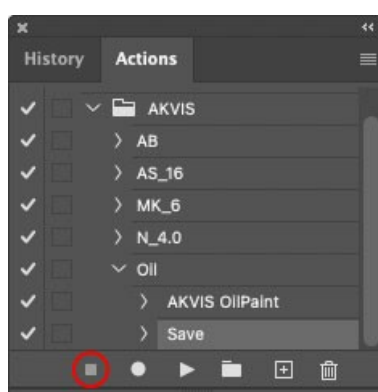


Step 6. Press the button . The plug-in window will close and the effect will be applied to the image. In the **Actions** palette, in your new action, you will see a new line with the plugin's name.



Step 7. Remember that the action is still being recorded. Now, you should save the image. Choose **Save As** in the **File** menu and save the image into the destination folder.

Step 8. Stop the action recording by pressing **Stop playing/recording** at the bottom of the **Actions** palette.



Step 9. Delete the file that you have just saved.

Step 10. The action is created and you can proceed to batch processing of the photos.

In the **File** menu of the editor choose **Automate -> Batch**.

Step 11. In the **Batch** dialog window and set the parameters:

In the **Set** drop-down list choose "AKVIS" and the new action.

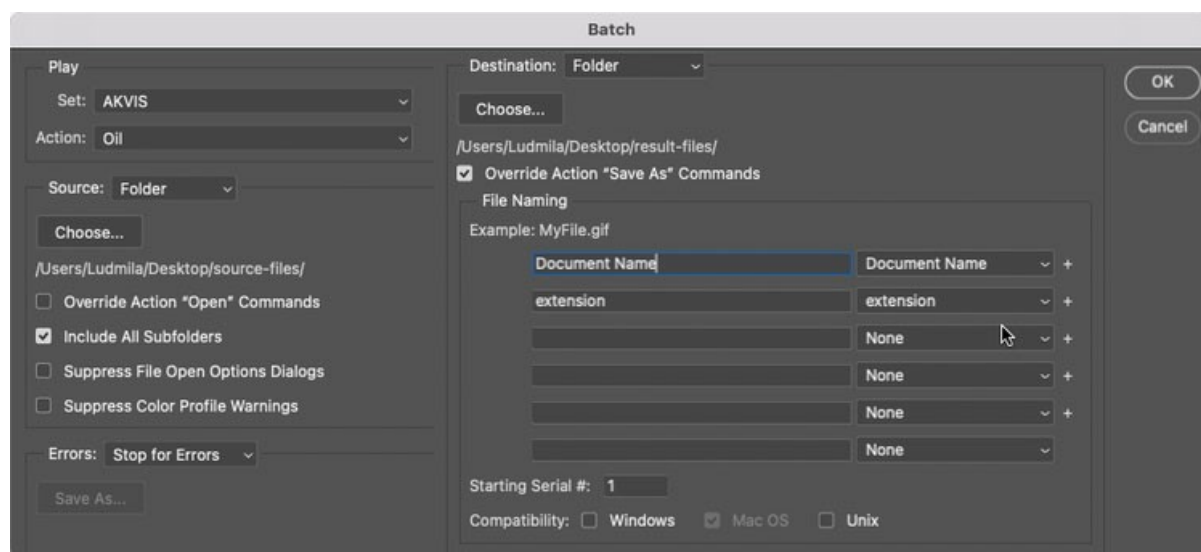
In the **Source** option set **Folder**. Press the **Choose...** button and select "source-files".

As the Open command was not recorded in the action, the **Override Action "Open" Commands** check-box should be deactivated.

For **Destination** select **Folder**, then press the **Choose...** button and select "result-files".


Activate **Override Action "Save as" Commands** check-box.

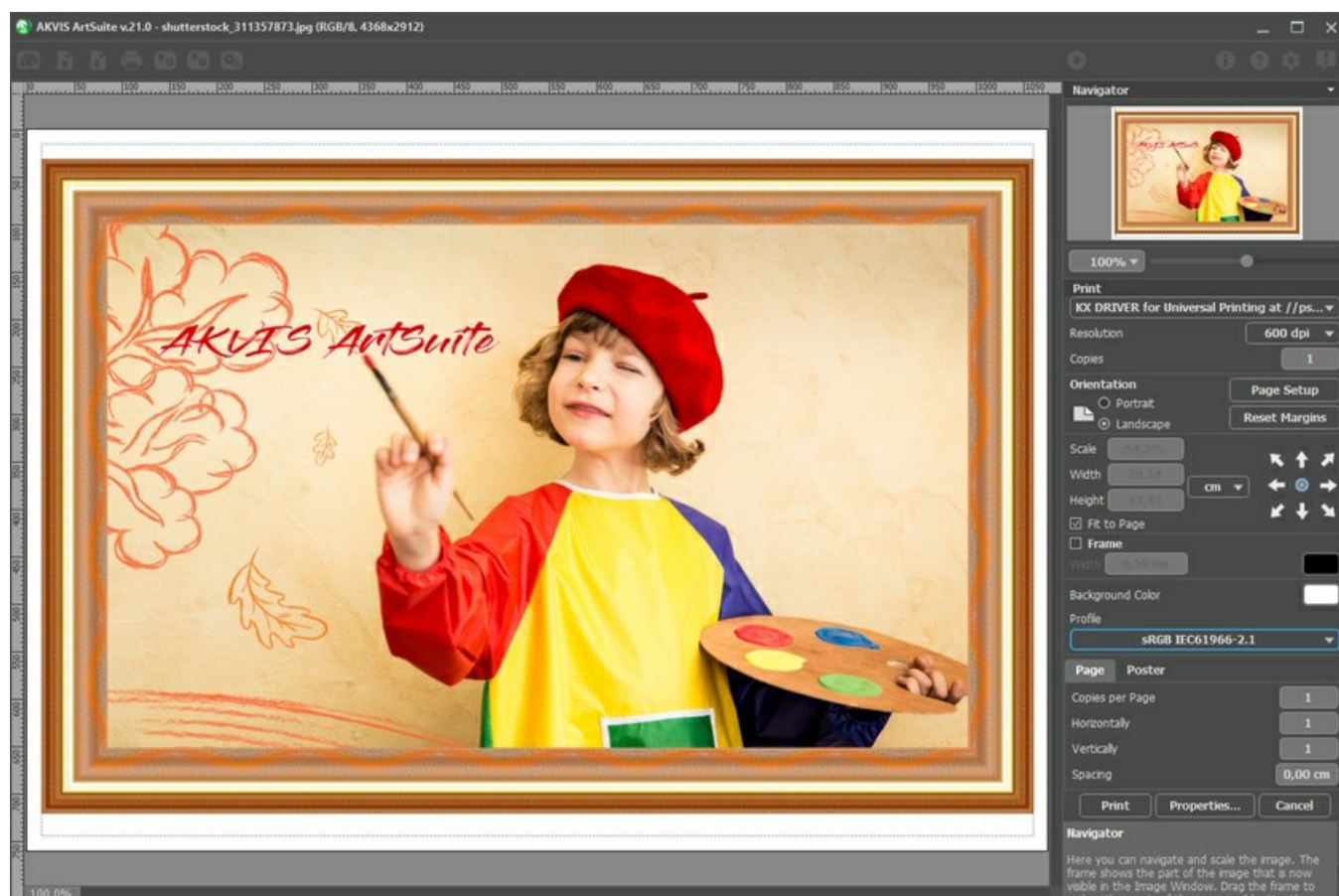
In the **File Naming** section you can create the filenames structure for the resulted images. If you do not want to change the names, in the first combo-box choose **document name**, and in the second - **extension**.



Step 12. Press **OK** to start processing. Photoshop will apply the AKVIS plugin to all photos in the "source-files" folder, one by one, and will save them to the "result-files" folder.

PRINT IMAGES IN AKVIS ARTSUITE

In the standalone version of **AKVIS ArtSuite** you can print the image. Press the button  to open the **Print** options.



Print Options in AKVIS ArtSuite

Adjust the parameters appearing in the Settings Panel:

Choose a printer from the list of available devices, set the desired resolution, as well as the number of copies to print.

In the **Orientation** group, set the position of paper: **Portrait** (vertically) or **Landscape** (horizontally).

Click the **Page Setup** button to open a dialog box to choose the size of the paper and its orientation, as well as the print margins.

Press the **Reset Margins** button to return the page margins to the default size.

Change the size of the printed image adjusting the parameters **Scale**, **Width**, **Height** and **Fit to Page**. These parameters have no effect on the image itself, just on the print version. You can change the size of the printed image by entering any value in %, or by entering new values in **Width** and **Height**.

To adjust the size of the image to the paper size, select **Fit to Page**.

Move the image on the page with the mouse or align it using the arrow buttons.

You can activate **Frame** for the image and adjust its width and color.

Choose the **Background Color** by clicking on the color plate.

In the **Page** tab, you can adjust printing of the multiple copies of the image on a single sheet.



Print Page

- **Copies per Page.** It lets you specify the number of copies of the image on one page.
- **Horizontally** and **Vertically.** These parameters indicate the number of rows and columns for the copies of the image on the page.
- **Spacing.** The parameter sets the margins between the copies of the image.

In the **Poster** tab, it's possible to customize printing of the image on multiple pages for the subsequent junction into a large picture.



- **Pages.** If the check-box is enabled, you can specify the maximum number of the pages in which the image will be divided. The image scale will be adjusted to fit this number of the sheets. If the check-box is disabled, the program will automatically select the optimal number of the pages in accordance with the actual size of the image (scale = 100%).
- **Glue Margins.** If the check-box is enabled, you can adjust the width of the padding for bonding sheets. Margins will be added to the right and to the bottom of each part.
- **Show Numbers.** With the enabled check-box, a sequence number of each part, by a column and a row, will be printed in the margins.
- **Lines of Cut.** Activate the check-box to display the cut marks in the margins.

To print the image with the chosen parameters, press the **Print** button.

To cancel and close the printing options click on **Cancel**.

Click the **Properties...** button to open a system dialog box that enables you to access the advanced settings and send the document to print.

BLACK AND WHITE

The **Black & White** effect in **AKVIS ArtSuite** converts a color photo to a black and white image and adds a color tint to it (for example, a sepia tone).



Color Photo



B&W Effect + Toning

B&W conversion:

Color to Gray Mixer. The hexagon consists of 6 sections, each having one color and a control. Use the control to darken or lighten the gray tones that correspond to the original image colors and are close to the section color. The closer the control to the center, the darker the tone, and vice versa, the farther from the center, the lighter the tone.

To restore the default settings, click the gray hexagon in the center.



B&W Conversion, Default parameters

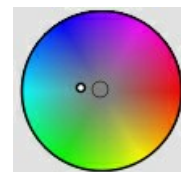


Adjusting the B&W Conversion

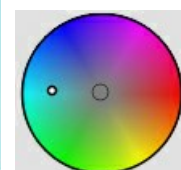


Toning:

Tint. Choose a color on the gradient circle to add a color tint to the image. By default, the control is in the center of the gradient circle and the image has gray tones. You can set a tint by clicking the gradient circle; the control will move to the defined point. The control also regulates the tint saturation - the farther from the center, the more saturated the color shade is.



Adding a Color Tone to an Image



Increasing Saturation

Coloration (0-100). This parameter mixes the resulting grayscale image with the original one. The values of the parameter vary between 0 and 100. By default the value is set to 0, which means that there is no mixing. As you increase the value, the original image becomes more visible through the grayscale image, adding original colors to it.



SHIFT COLORS

The **Shift Colors** effect shifts colors on an image with consequent saturation and lightness adjustment.

Below is an example of the effect application. The blue color was replaced by red, other colors stayed the same.

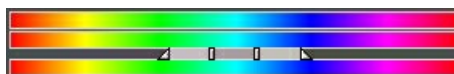


Original Image



Color Shift for Blue

The effect has the following controls that are represented by **gradient lines**:



The **middle gradient line** defines the **effect application area**.

The effect application area (the color/colors that will be shifted) is defined by a gradient line with 4 sliders under it: two outer and two inner sliders.

The colors between the inner sliders will be affected to the full extent. The colors between the inner and the outer sliders will change less (the farther from the inner slider, the weaker is the effect influence). The colors outside the outer sliders will stay the same.



Default Settings

Move the sliders to change the effect application area. For this purpose, bring the cursor to one of the sliders, click and drag it into the required position on the line.



Moving The Inner Slider



Moving The Outer Slider

To move all 4 sliders at once, bring the cursor in the middle of the inner sliders, click, and keeping the left mouse button pressed, move the sliders to the required position.



Moving All Sliders at Once

The **upper gradient line** regulates the **color shift**. Bring the cursor to the gradient line, click, and, keeping the left mouse button pressed, move the slider to the left/right, in such a way, that the required colors are above the effect application area.



Moving The Upper Gradient Line

The **lower gradient line** shows the **result of the color shift**.

Compare the middle and the lower gradient lines to see which color and how it will be changed.

All Colors. When the check-box is enabled, all image colors are affected by the change. In this case only two gradient lines are displayed: the lower one shows the original color range, while the upper gradient line adjusts the color shift.



Apply to All Colors

The **Saturation** (-50..50) parameter changes the intensity of the image colors. The values of the parameter vary between -50 (grayscale) to 50 (bright colors). By default the parameter is set to 0.

The **Lightness** (-50..50) parameter changes the overall lightness of the image, making it darker or lighter.

CHANNEL MIXER

The **Channel Mixer** effect processes the image (changing its color tones, saturation, contrast, lightness, etc.) using three channels: **Red**, **Green** and **Blue**.



Original Image

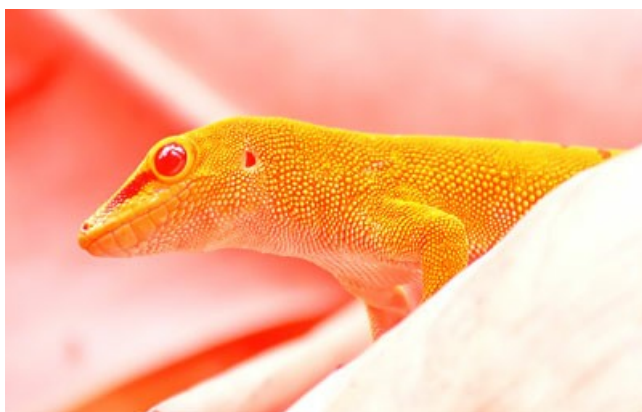


Channel Mixer

Every channel is represented by a scale with a triangle control.

The parameter can be adjusted in the following way:

Shifting the triangle to the right/left leads to increase/reduction of the corresponding color component **in every image point**.



Increasing Red in Every Point



Reducing Red in Every Point

Enlarge/reduce. Click a triangle's corner and move the cursor to or from the center of the triangle. By increasing or reducing the triangle size, you strengthen or weaken this color component. The color is strengthened or weakened **only in the points where it was**, other points of the image stay unchanged.



Increasing Red in Red Channel



Reducing Red in Red Channel

Change the color of the triangle. For this purpose, click the white circle at the apex of the triangle, and drag it to another apex. For example, if we change the triangle's color in the red channel to blue, the red color components in every point of the channel will become blue.



Original Image



Replacing a Color in a Channel

Change the color of the triangle to two color sectors. For this purpose, click the white circle at the apex of the triangle, and drag it to one of the triangle's sides. For example, if the triangle in the green channel consists of blue and red sectors, the new value of the green color component will be calculated as a sum of blue and red components. Other color components will not change.



Original Image



Replacing a Color with Two Colors in a Channel

Change the color of the triangle to three color sectors. For this purpose, click the white circle at the apex of the triangle, and drag it towards the middle of the triangle. For example, if the triangle in the blue channel consists of three color sections, the new value of the blue component for every point of the image will be calculated as a sum of these three color sections. Other color components on the image (in this case, red and green) will not change.



Original Image

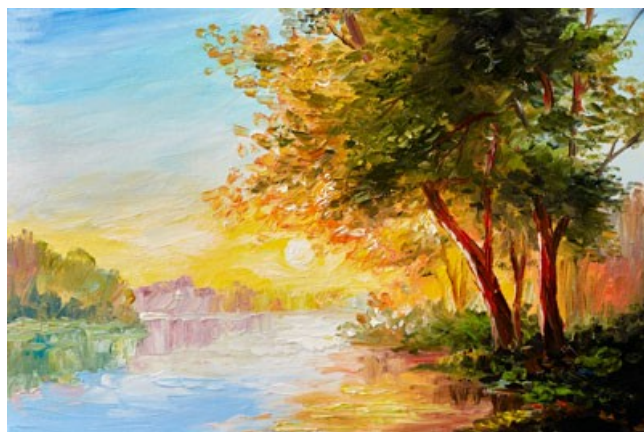


Replacing a Color with Three Colors in a Channel

Attention! The triangle control does not show the result. It only shows the way the points in this channel will be calculated.

TEXTURE

The **Texture** effect imitates a drawing on an uneven surface, such as corrugated paper, brick wall, metallic or ceramic coating, etc.



Original Image



Texture effect

The process can be divided into two stages:

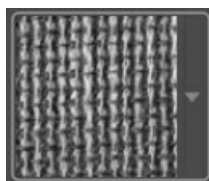
1. Adjustment of texture properties.
2. Adjustment of texture application parameters.

It is possible to adjust the following **texture properties**:

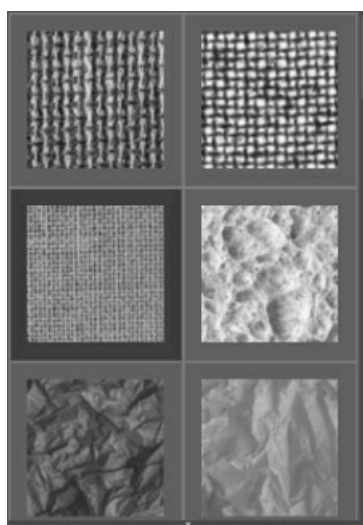
Texture. The program comes with a **rich collection of textures**. The most suitable patterns for this effect can be found in the **Surface** group of the Library.



The selected (current) texture is displayed in a square button which also lets opening the Library.



Click the square to see all the textures in the selected group. Select a texture with a click.



Hint: It is possible to apply your own textures. It can be any image in these formats: **JPEG**, **BMP**, **TIFF**, or **PNG**.

To load your own texture, select **<Custom>...** in the list of the **Library**.

Scale (10-400). The parameter sets the size of the repetitive pattern. By default the Scale is set to 100%. The higher the value of the parameter, the larger the pattern is.



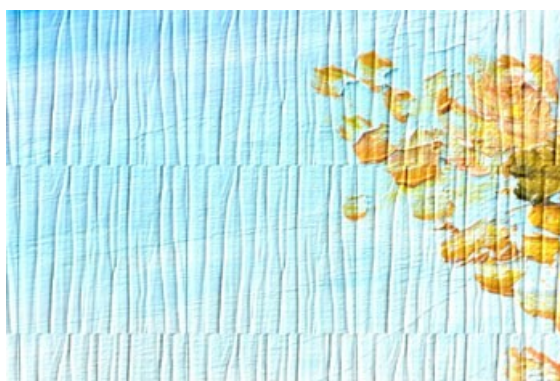
Scale = 20%



Scale = 200%

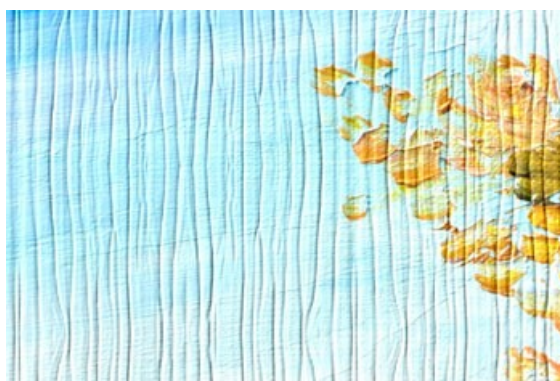
These are the following options that define the **way the texture is generated**:

Repetition. When this option is selected, the texture is generated by simple repetition of the given pattern.



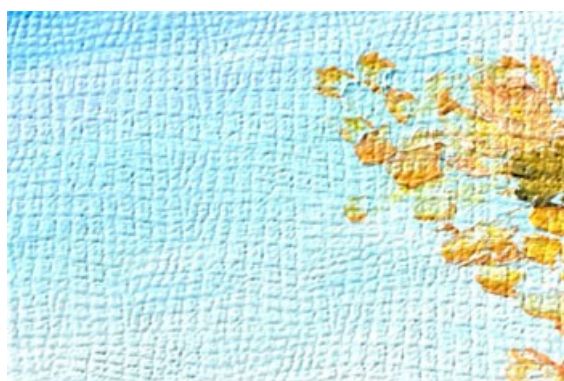
Repetition

Reflection. When this option is selected, the texture is generated by repetition of the given pattern. The difference from the **Repetition** mode is that the ends of the patterns are joined at mirror reflection.

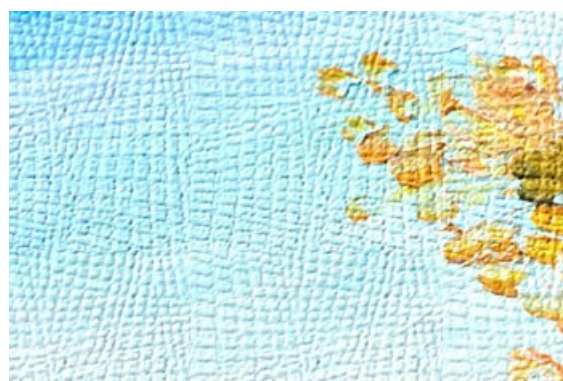


Reflection

Alignment. This option helps when the initial texture has an uneven pattern. If we apply the texture as it is, we will see texture joins. To avoid it, we should activate the option **Texture Alignment**.



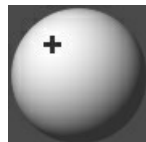
Alignment



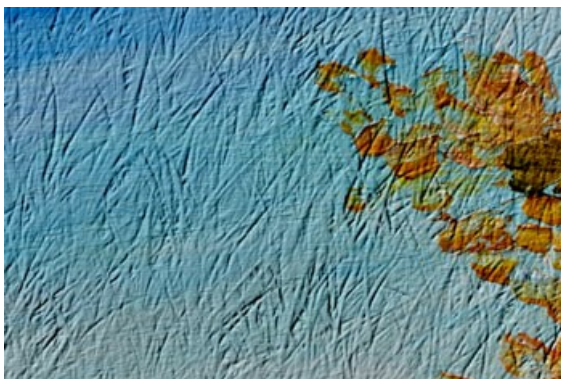
Other option

It is possible to adjust the following **texture appication parameters**:

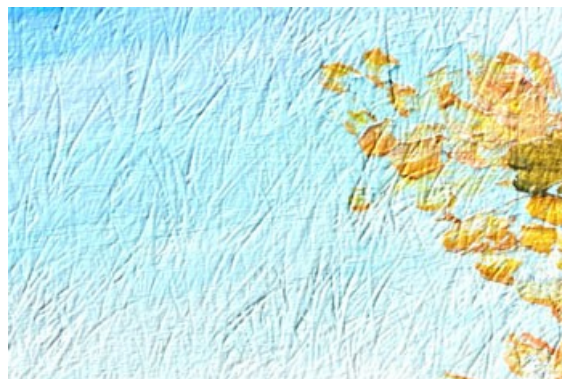
Light Source. Use the dagger on the ball to set the probable light source during the shooting. The position of the light source influences the texture wrapping. To change the position of the light source, click in the ball.



Brightness (0-150). This parameter changes the texture brightness. The brightness of the original texture is 90. The higher the value of the parameter, the lighter the texture is. As a result, the output image gets lighter.

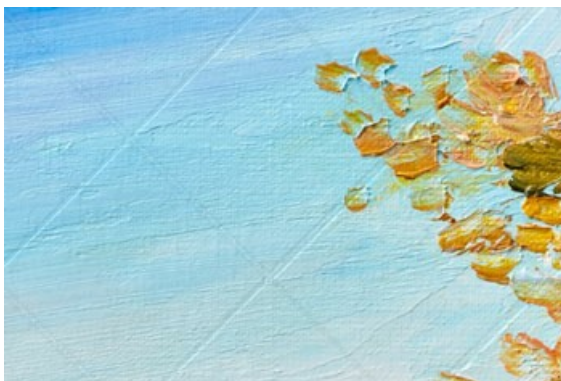


Brightness = 10

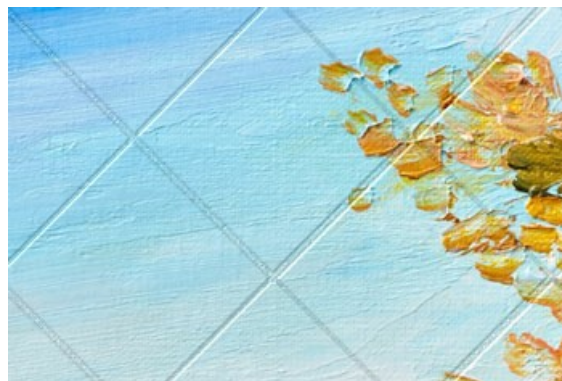


Brightness = 90

Embossing (0-150). This parameter allows a texture to be embossed. At 0, the texture is flat. As you increase the value of the parameter, the texture gets more prominent.

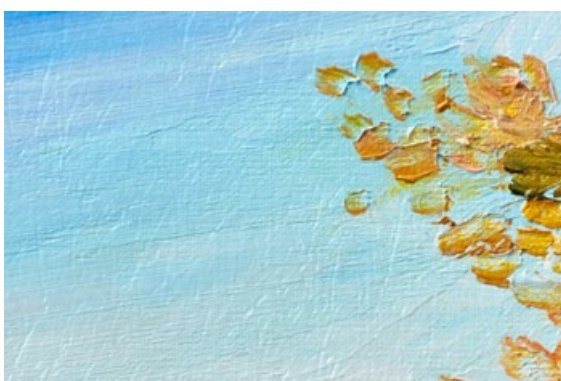


Embossing = 30

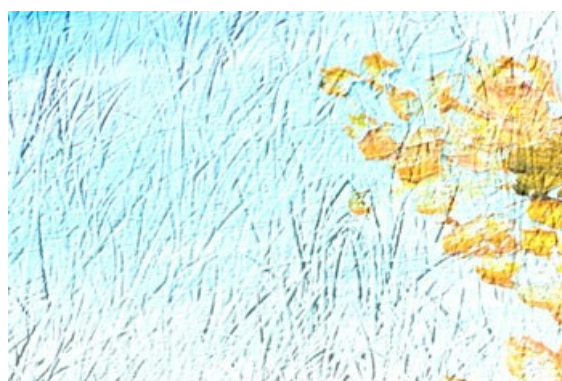


Embossing = 150

Reveal Texture (0-40). The parameter defines to what extent the texture is shown through the image. The higher the value, the more distinct the texture is and the less visible the original image is. A higher value of the parameter also increases the influence of the **Brightness** parameter and the texture contrast.



Reveal Texture = 10



Reveal Texture = 35

Distortion (0-50). This parameter defines the clearness of the resulting image. The higher the value of the parameter, the more distorted and blurred the images is.



Distortion = 5



Distortion = 50

Hint: Most of the processing time is taken by the first stage (texture generation). Therefore, it is recommended to adjust the texture's properties at first. Then you can try different settings for texture application parameters.

GLAMOUR EFFECT

Glamour is everything luxurious, stylish, and fashionable. If you call a woman a glamour girl, you pay her a special compliment, showing attention to her beauty, charm, or sexual magnetism.

Glamour also means a special style in photography, which pays close attention to the appearance of the model. The skin must be smooth and pure. The glamour effect conceals skin defects, reduces small wrinkles and makes the model look perfect.

Every woman wants to feel charming and attractive, especially on the photos that are kept in the photo albums for years.

The **Glamour** effect, that processes skin and masks defects, has been developed specially for women. Now you can add the note of glamour to your image. Not only movie stars can be glamorous!



Original image



Result

The effect has the following controls:

Colors. This field includes a set of colors that will be used for processing an image.



Set of the colors

This set has 6 color squares. By default these color squares are empty. If you start image processing with default settings, there will be no changes.

Click an empty square, the pointer will be transformed into an eyedropper, and pick a color from the image. The square will display the chosen color.

To change the color, left-click the square and choose another color from your image.

To delete a color and clear the square, right-click it. The square will return to the default state.

Note: The button **Reset to Default Settings** allows recovering the default settings of the parameters.

The **Threshold** (0-20) parameter defines colors that will be used for processing. At minimum value of the parameter only the colors from the color set are involved into the process. If you increase the value of the parameter the colors similar to the colors of the set will change, too. The higher the value of the parameter, the more colors will be changed.

The **Smoothness** (1-100) parameter softens and blurs the image by reducing the color contrast between the neighbouring pixels.



Smoothness = 10



Smoothness = 75

TWO KEYS

The **Two Keys** effect allows you to transform an image (change color tints, replace colors, adjust contrast and brightness, etc) using two key colors.



Original Image:
Black key color (0,0,0),
White key color (255,255,255)



Result:
Black key color (49,10,98),
White key color (242,255,172)

The effect has the following controls that are represented by two color boxes:



Original key colors

The color that will serve as the black key color is set in the upper color box; the white key color is defined in the lower box. By default the corresponding colors are chosen, and your image is in its original state.

How to define another key colors:

- Click the color box (the pointer will transform into an eyedropper), choose the necessary color on the image and left-click it. The color box will change its color to the selected one.
- Double-click the color box to open the **Select Color** dialog.



Set new key colors

As a result, all colors that are darker than the black key will shift to the black color; all colors that are lighter than the white key will shift to the white color.

You can also set only one key color (black key or white key). If you define only the black key, the dark colors will shift to the black color, while the light colors will not change.

Please note, that the lighter the black key color is, the darker the image will be; the darker the white key color is, the lighter your image will be.

Note: If you don't want to change the color shades on your image, use the color grey as the key color (in this case the color components (green, red and blue) are equal).



Original Image:
Black key color (0,0,0),
White key color (255,255,255)



Result:
Black key color (23,34,42),
White key color (170,188,233)

HALFTONE EFFECT

The **Halftone** effect turns a photo into a halftone picture giving it a retro comic book look. The image is represented with dots in a specific pattern. This technique is widely used for creating outstanding designs and stylish posters and for screenprinting.



Original Image



Halftone Effect

Adjust the effect's parameters:

Posterizing (0-30). The association of similarly colored pixels. At higher values of this parameter, fewer colors are used, and the image becomes more uniform and flat.



Posterizing = 5



Posterizing = 30

Grid. Choose a layout chart of the elements of the regular grid:

Rectangular - the dots are located directly in the grid nodes, squaring up the image.

Triangular - three adjacent dots create a regular triangle.

Linear - the image is displayed in non-uniform lines.



Rectangular Grid



Triangular Grid



Linear Grid

Pattern. Select a shape of the elements: **Circle**, **Square**, **Diamond**, **Horizontal Line**, **Vertical Line**.



Diamond Shaped Pattern



Square Shaped Pattern

Interval (5-100) is a space between the elements. The less the value of the parameter, the denser the dots are.



Interval = 12



Interval = 25

Size (1-100) changes a maximum size of a dot. It depends on the lightness of the source pixels: the dark dots are drawn in this size, the light dots are displayed with a smaller diameter. The large elements can merge into painted areas.



Size = 7



Size = 20

Brightness (0-100) defines the color intensity and opacity of the dots.



Brightness = 20



Brightness = 70

One Color. By default, the check-box is deactivated and the image is drawn with the colors of the original photo. When the check-box is activated, all dots are painted with the chosen color. Click the plate and choose a color from the **Select Color** dialog.



One Color Halftone

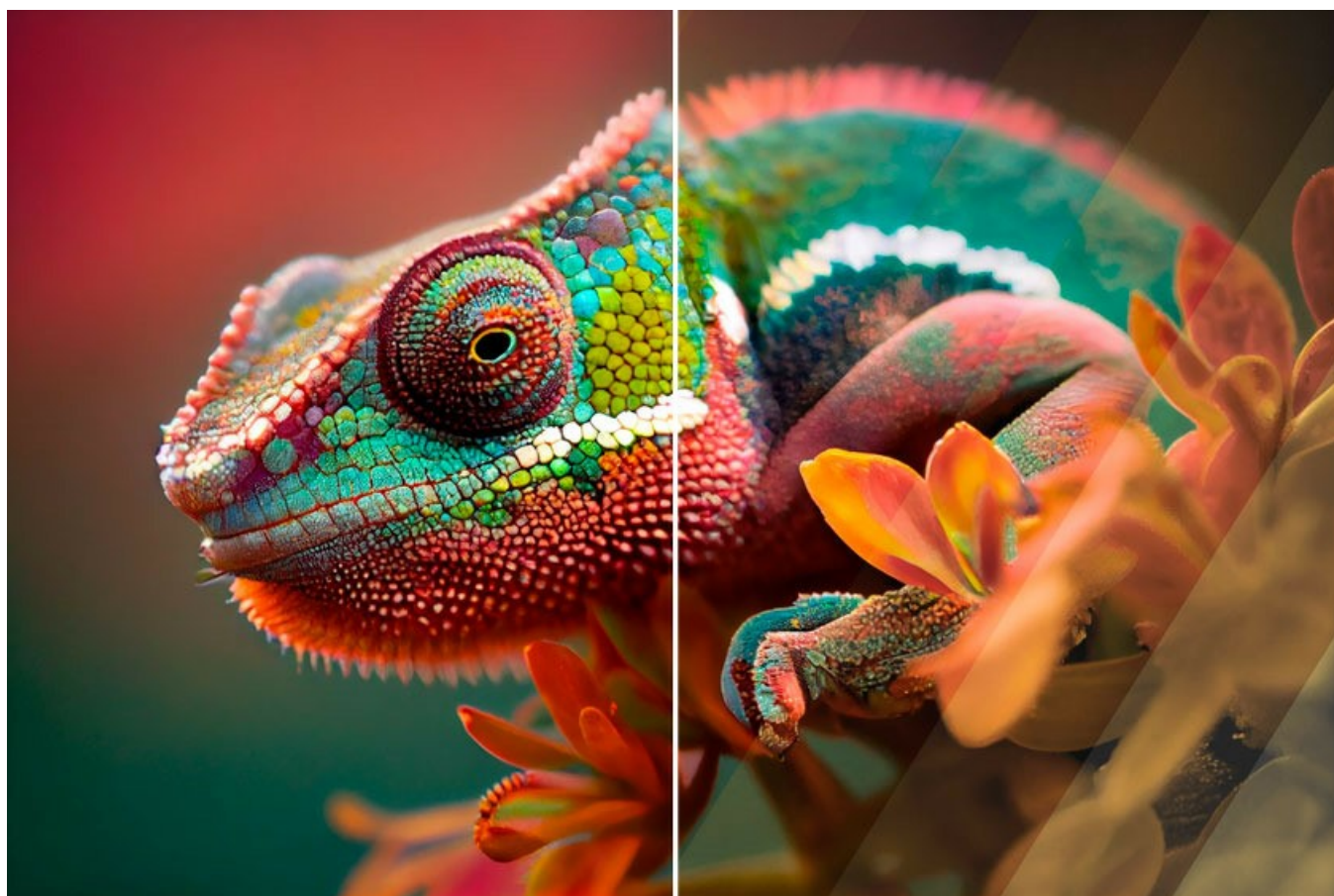


Full Color Halftone

COLOR STRIPES

Color Stripes effect allows splitting the image into separate areas with different color properties.

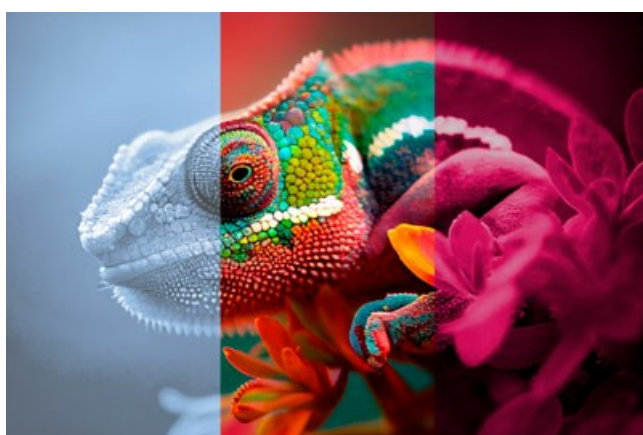
Attention! This effect is only available for [Home Deluxe and Business](#) licenses.



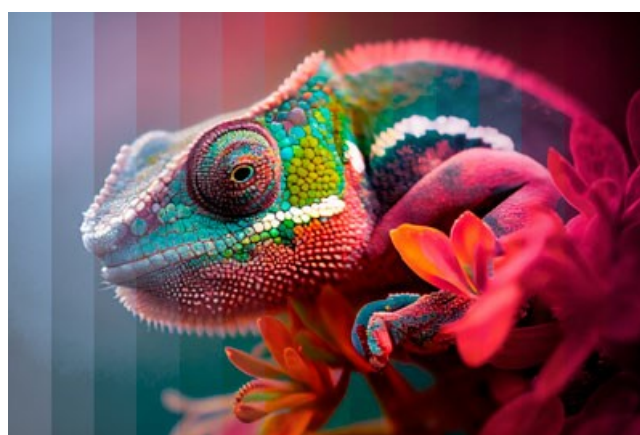
Color Stripes Effect (Double Application)

Effect Parameters:

Stripe Count (3-50). The parameter defines the number of stripes the image will be divided into.

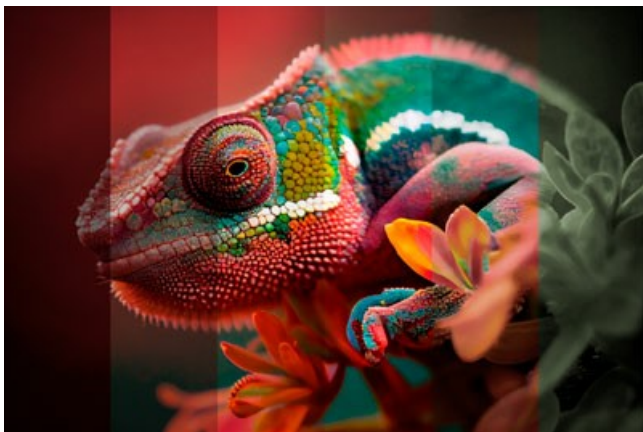


Stripe Count = 3

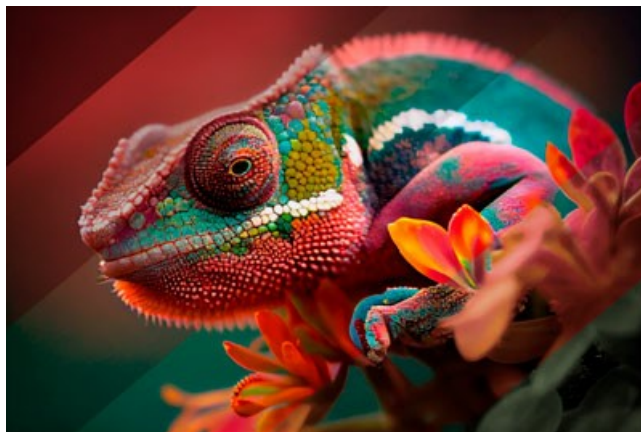


Stripe Count = 15

Rotate (-90..90). The parameter rotates the stripes along the y-axis.

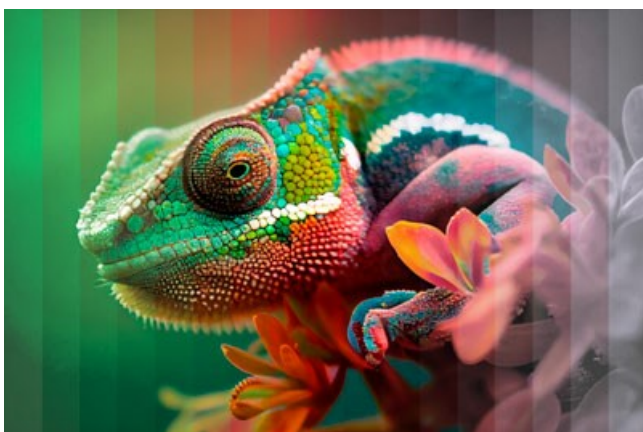


Rotate = 0 (no rotation)

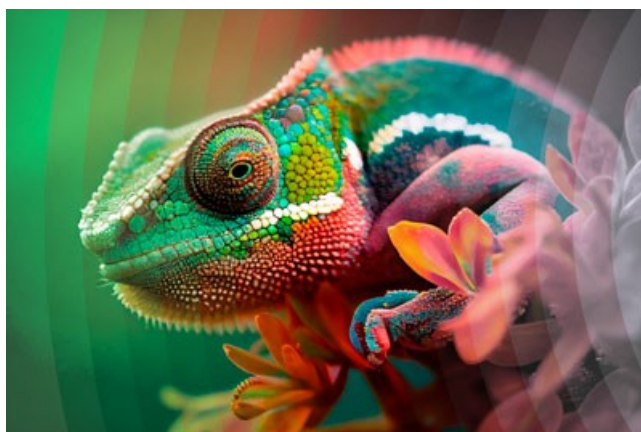


Rotate = 50 (to the right)

Curvature (-10..10). This parameter regulates the degree of curvature of stripes.

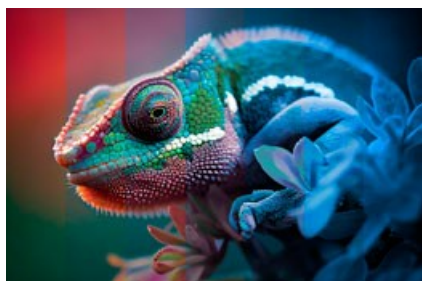


Curvature = 0 (no curvature)

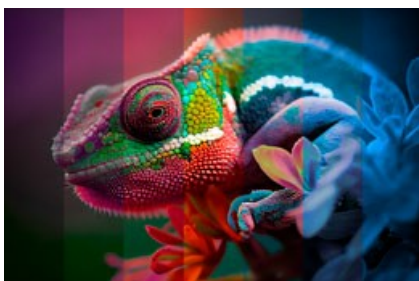


Curvature = -10

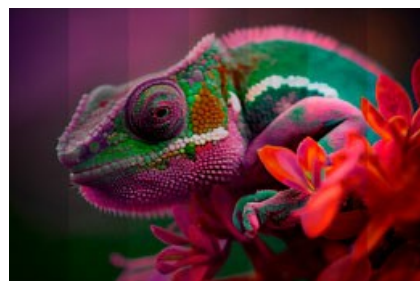
Main Stripe. You can adjust the position of the no-effect area:



Left

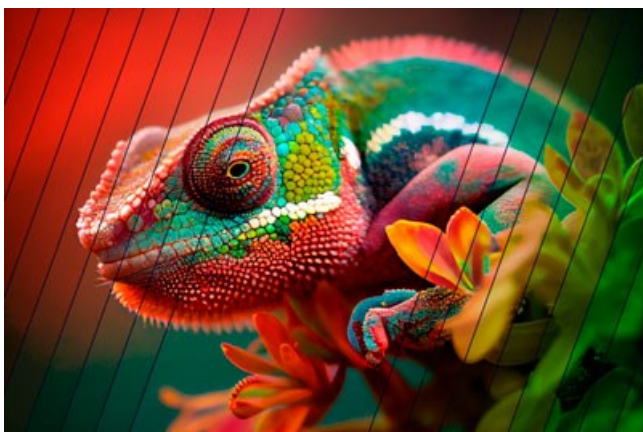


Center

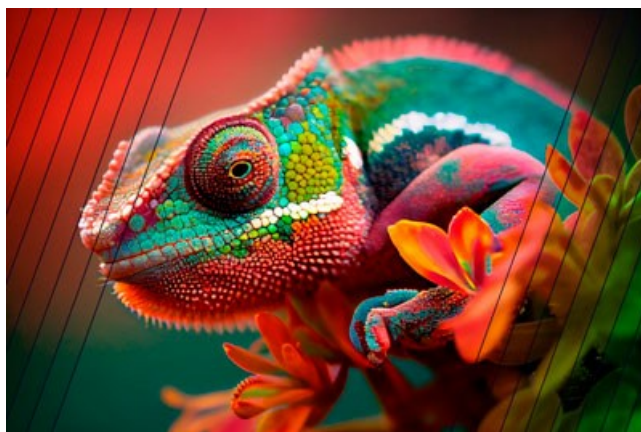


Right

Main Stripe Width (1-50). When the check-box is enabled, you can set the size of the no-effect area (as a percentage of the width of the image). When the check-box is disabled, all stripes have the same width.

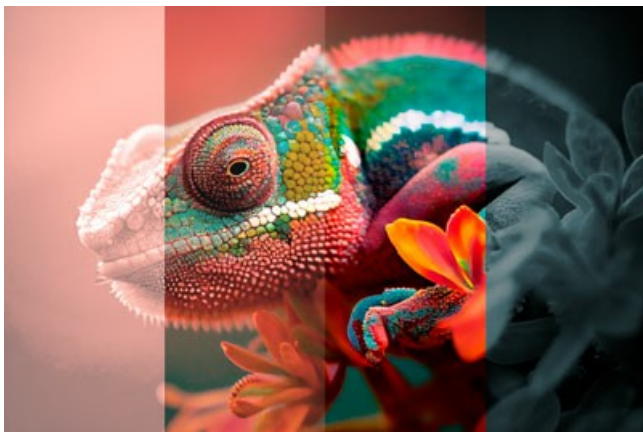


Main Stripe Width = 30%

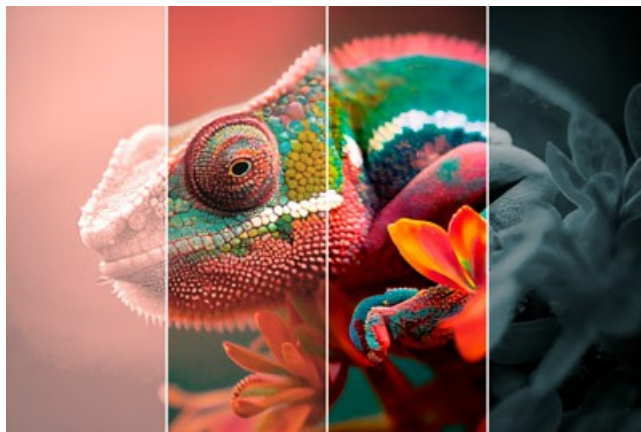


Main Stripe Width = 50%

Splitter Width (0-10). The width of dividing lines.

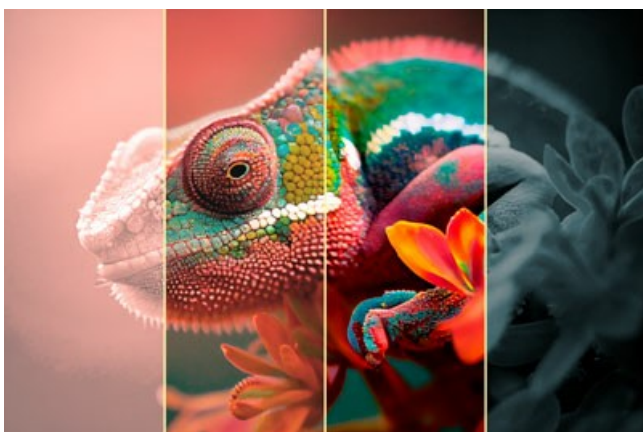


Splitter Width = 0

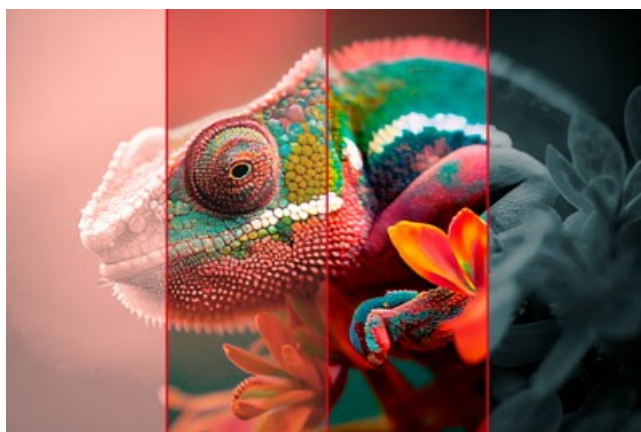


Splitter Width = 10

Splitter Color. The color of dividing lines.



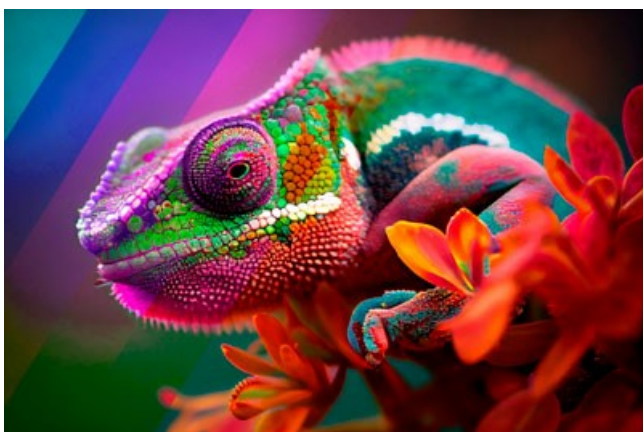
Yellow Lines



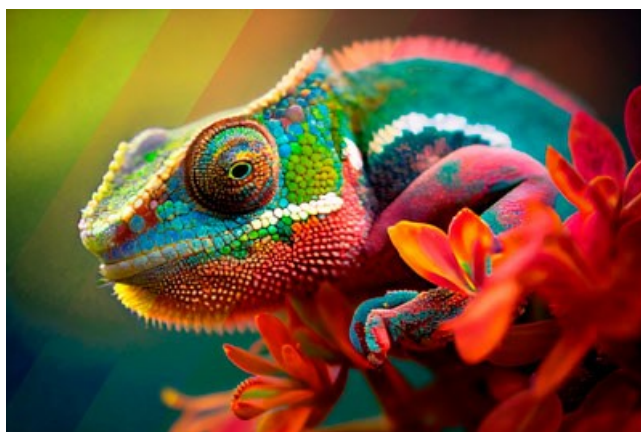
Ruby Lines

Using the **Left** and **Right** tabs, regulate the parameters of the stripes adjacent to the main stripe.

Hue (-180..180). The parameter shifts all colors by the same hue value.

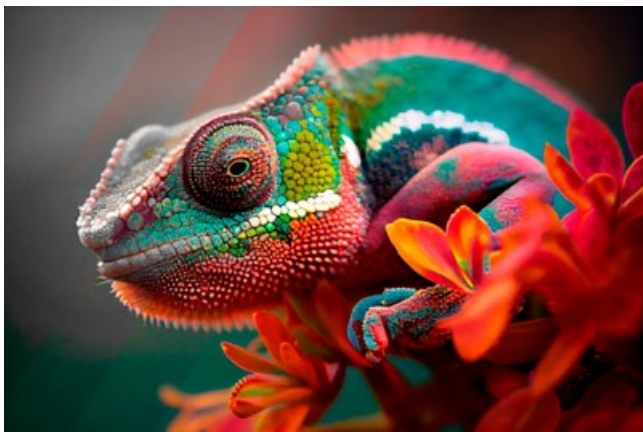


Hue = -162

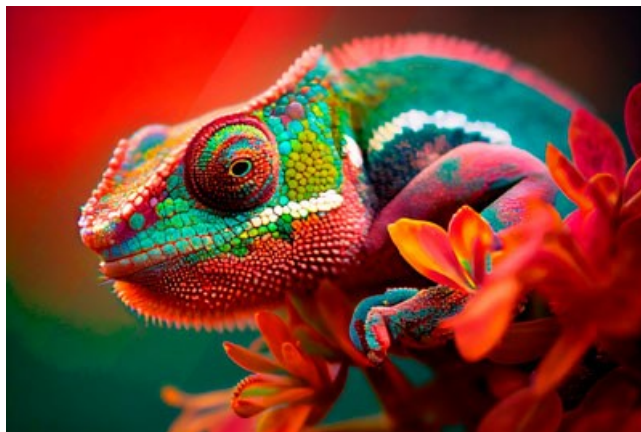


Hue = 78

Saturation (-100..100). The parameter changes the intensity of the image colors (from neutral gray tones to highly saturated hues).

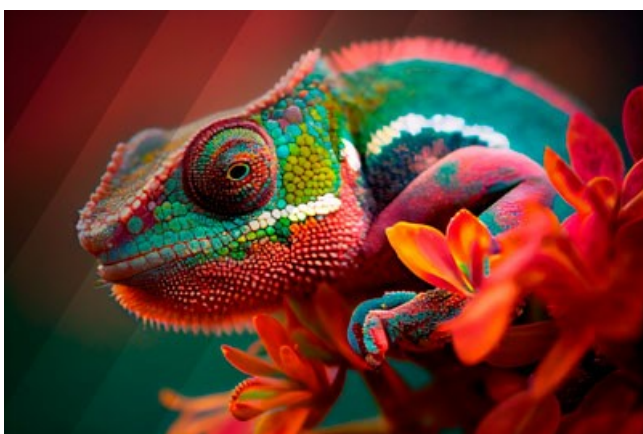


Saturation = -100

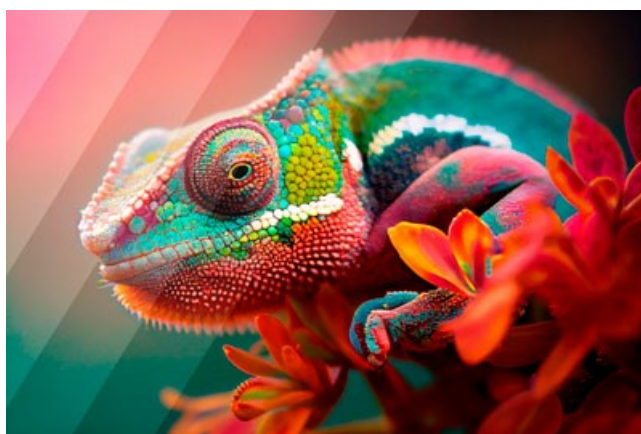


Saturation = 100

Brightness (-100..100). The parameter changes the brightness of the image. At higher values, the image points become lighter. At lower values, the image points become darker.

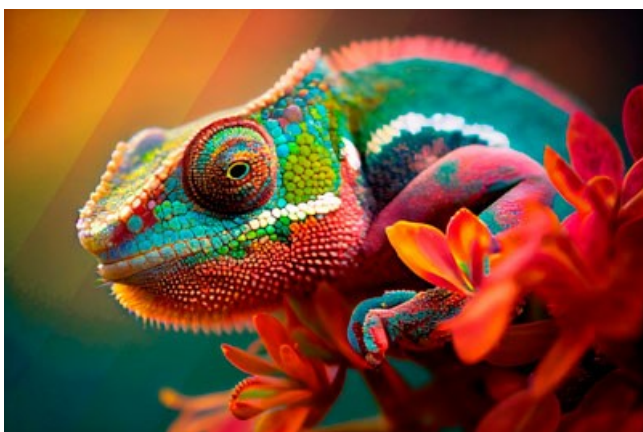


Brightness = -100

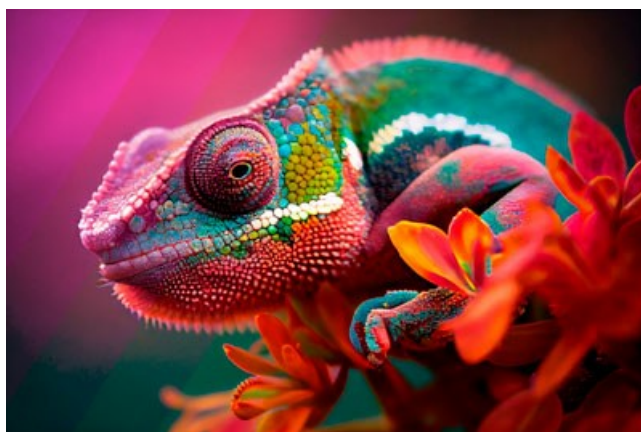


Brightness = 100

Colorize. The check-box allows you to recolor the image using shades of the specified color. Click the color plate to select a color.



Colorize Check-Box Is Disabled

Colorize Check-Box Is Enabled
(Pink Color)

You can use the **Random Shape** and **Random Colors** buttons to generate a random effect variation.

GLITCH ART

Glitch Art adds digital noise and distortions to an image, creating the effect of a spoiled picture. In reality, such interferences appear due to errors in the reproduction of digital recordings, technical failures, or physical damage of a device. Many contemporary works of art use this visual technique. It is one of the most popular trends in photography and videography. With ArtSuite, it's easy to apply chaotic and mesmerizing glitches to your pictures.

Attention! This effect is only available for [Home Deluxe and Business](#) licenses.



Glitch Art Effect

The effect parameters are presented in two tabs: **Interferences** and **Stripes and Shifts**.

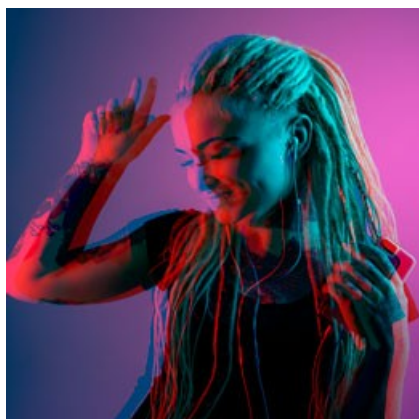
Interferences Tab

Channel Shift. The parameters of this group separate and shift the color components of the image, forming additional color outlines (the so-called 3D anaglyph effect).

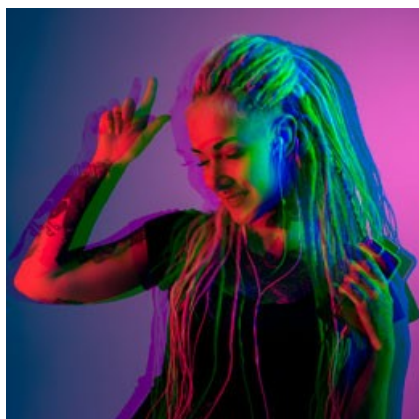
Red. Shift of the red channel.

Green. Shift of the green channel.

Blue. Shift of the blue channel.



Red Channel



Green Channel
Shift in Channels by 10



Blue Channel

Scan Lines. Raster lines that simulate an old TV noise effect.

Blend Mode: **Overlay** or **Soft Light**. The mode affects the degree of contrast between the lines and the image.



Overlay



Soft Light

Thickness. Thickness of the scan lines.

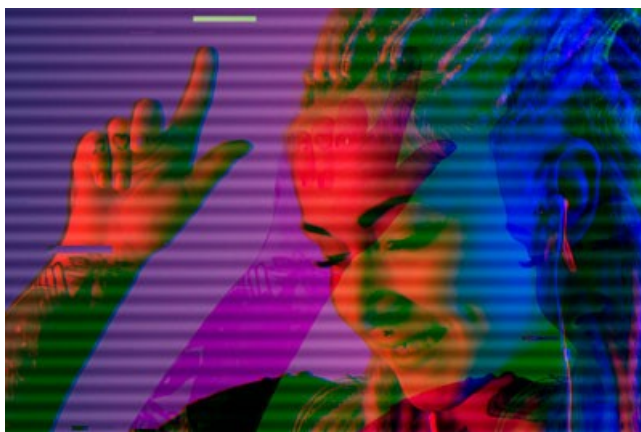


Thickness = 1



Thickness = 10

Sharpness. Sharpness of the edges of the lines.

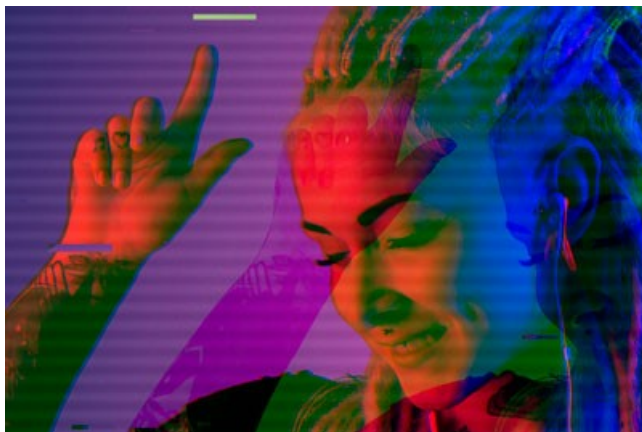


Sharpness = 0



Sharpness = 50

Intensity. The degree of visibility of the lines. At 0, there is no scan line effect.



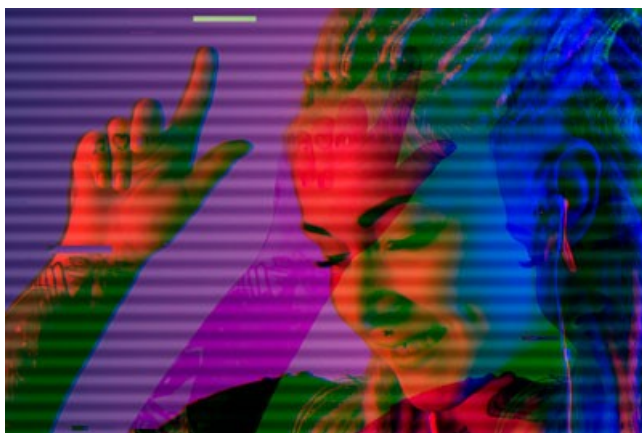
Intensity = 10



Intensity = 80

Noise. Adding digital noise and film grain to the image.

Strength. The degree of visibility of noise.




Strength = 10





Strength = 90

Stripes and Shifts Tab

You can add rectangular straight regions (stripes) to the image and change them dynamically.

The **Exclusion Tool**  allows you to indicate areas where there will be no stripes, protecting the selected part from the effect.

Use the **Eraser tool**  to edit the selection (protective zone).

You can turn the selection preview on/off with  /  in the **Control Panel**.



Effect on The Entire Image



Excluded Area



Stripes Outside The Selection

Size and Position. A group of the parameters responsible for the geometry of the stripes.

Min/Max Height. Range of change of the height of the stripes.



Min/Max Height = 1/10



Min/Max Height = 70/120

Min/Max Length. Range of change of the length of the stripes.



Min/Max Length = 20/30



Min/Max Length = 190/200

Displacement. Shift amount (for simple and inverted stripes).



Displacement = 0



Displacement = 25

Simple Shifts. The number of stripes created by displaced rectangles.



Simple Shifts = 40



Simple Shifts = 80

Simple Stretches. The number of stripes formed by stretching of rectangles.



Simple Stretches = 40



Simple Stretches = 80

Min/Max Stretch. Range of change of the length of the stretches.



Min/Max Stretch = 12/12

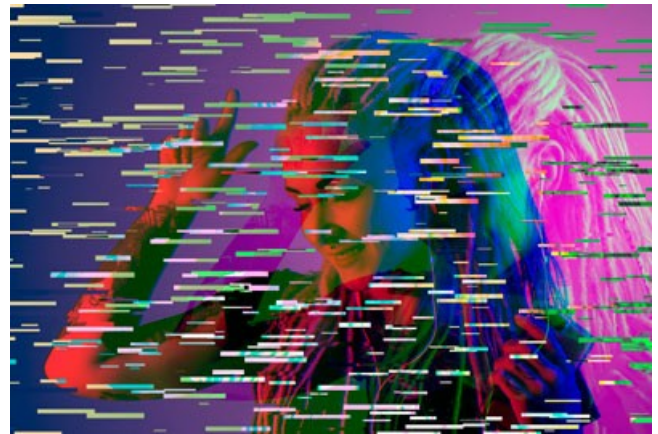


Min/Max Stretch = 12/20

Inverted Shifts. The number of stripes with color inversion.

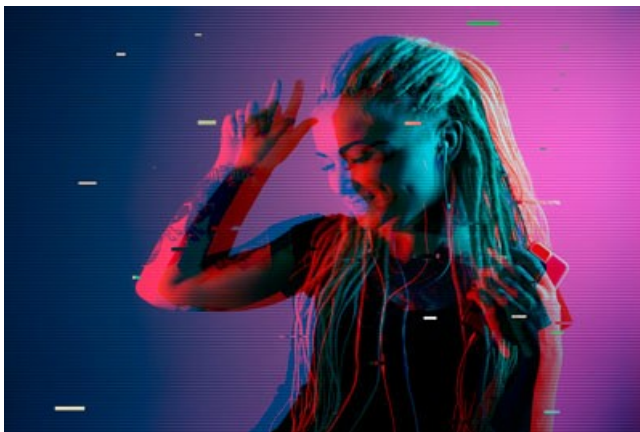


Inverted Shifts = 40



Inverted Shifts = 80

The **Vertical** check-box enables vertical effects instead of horizontal ones.

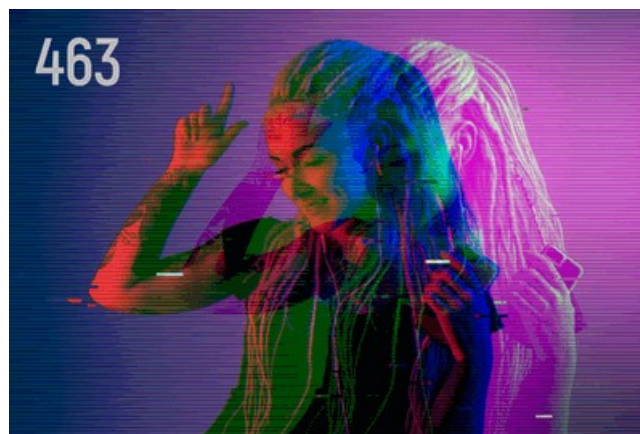


Vertical Check-Box Is Disabled



Vertical Check-Box Is Enabled

The **Random Seed** button generates a different distribution of stripes in the image.



Different Distribution of Stripes

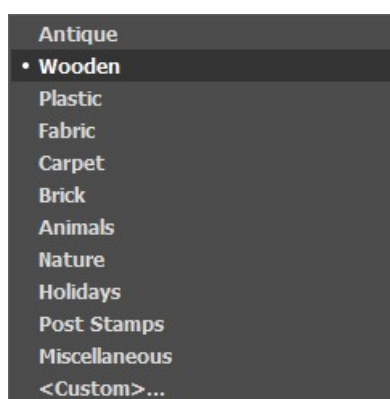
CLASSIC FRAME

The **Classic Frame** offers a wide range of frame patterns - from classic wooden frames to festive Christmas decorations, fabric, brick and even animal world patterns (peacock feather, leopard skin, etc). These patterns are available in both editions (*plugin* and *standalone*) and let you generate various frames. You can also load your own texture to create an unique frame.



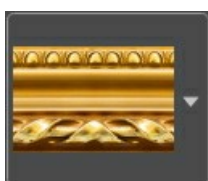
The **Settings Panel** lets choosing a texture to generate a frame and adjust the parameters for the selected frame.

Texture. Select a group from the list and a texture (pattern) from the **Library**.

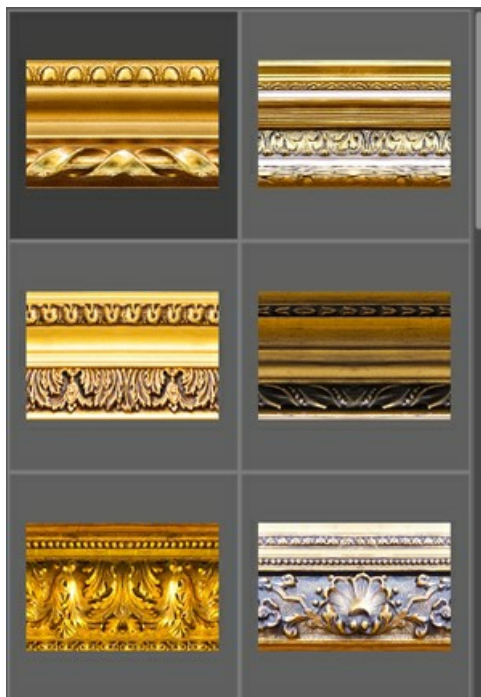


AKVIS ArtSuite comes with a **rich collection of textures**. Textures for the **Classic Frame** and are grouped in several sets. Here you can see a group with classic wooden frames, as well as groups with animal textures (peacock feather, leopard skin, etc.), bricks, festive elements and so on.

The selected (current) texture is displayed in a square button which also lets opening the Library.



Click the square to see all textures in the selected group (for example, *Wooden*). Now you can select a texture.



Hint: It is possible to apply your own textures. It can be any image in these formats: **JPEG, BMP, TIFF, or PNG.**

To load your own texture into **AKVIS ArtSuite**, select **<Custom>...** in the list.

Adjust the following parameters for this digital picture frame:

Frame Width (0-100%). This parameter sets the width of the frame. At 0% there is no frame, at 100% the width of the frame makes a quarter of the minimum image size (as to its width or height). For example, for an image 600 x 800 pixels the 100% width of the frame is calculated as follows: 1/4 from the minimum size (600 px) is 150 pixels.

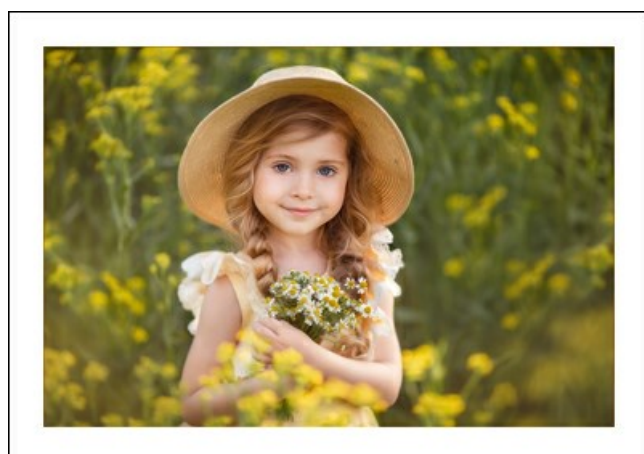


Frame Width = 30%



Frame Width = 70%

Outer Frame (only in the standalone program). Enable the check-box to add the frame to an image without covering the photo and hiding its borders. Disable the check-box to place the frame over the image.



Original Image



Outer Frame Check-Box Enabled

Scale Image to Frame. When the check-box is enabled, the image is scaled to fit the frame. When the check-box is disabled, the frame overlays the image on its borders.

Attention! A part of the image will be cropped to keep the aspect ratio.



Scale Image to Frame Check-Box Disabled



Scale Image to Frame Check-Box Enabled


Texture Brightness (0-200%). This parameter changes the brightness of the original texture. The brightness of the original texture equals 100%. To darken the frame, set the value of the parameter less than 100%; to brighten the frame, set a value higher than 100%.



Texture Brightness = 50%



Texture Brightness = 130%



Flip Texture Vertically  When the button is activated, the texture is oriented to the horizontal line, that is top-down. As a result the outer and the inner border of the frame swap over.





Flip Texture Vertically Button Disabled



Flip Texture Vertically Button Enabled

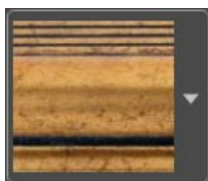
If the original texture is not perfect, the joins are visible and the frame is uneven. To smooth the joints, use the buttons: **Mirror Texture to Align**  and **Average Brightness** . These buttons can be used separately or together.

The **Mirror Texture to Align** button  joins textures taking into account their brightness - the bright end of the texture

joins the bright end, the dark end joins the dark end. The textures are mirrored in this way to achieve a smooth transition. The **Average Brightness** button  smooths the visible texture joints by averaging their brightness.

Attention! Use the **Average Brightness** option for horizontal textures without objects to equalize brightness of the frame. If the texture has obvious patterns and ornaments, they may be lost or blurred when the option is enabled.

For an example, let's take a texture having uneven brightness - the left part of the texture is brighter than the right.



If you generate a frame using this texture with both buttons (Mirror Texture to Align and Average Brightness) disabled, you will have the following picture:

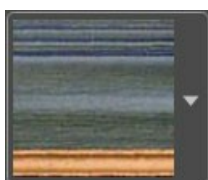


Mirror Texture to Align
Button Enabled



Average Brightness and
Mirror Texture to Align
Buttons Enabled

Let's take one more example to show how the parameters **Average Brightness** and **Mirror Texture to Align** work. We take the following texture:





Buttons Disabled

Mirror Texture to Align
Button EnabledAverage Brightness
Button Enabled

In this case it is enough to enable the **Average Brightness** button to achieve a good result.

3D Effect

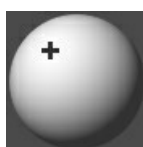
Enable the check-box to give the frame a 3D look.



3D Effect
(Compare OFF/ON check-box.)

Effect parameters:

Light Source. Use the dagger on the ball to set the probable light source that affects the appearance of the shadow.



Volume (0-100). This parameter affects the depth of the picture frame. At 0, the texture is flat.



Volume = 20



Volume = 100

Smooth Transition (-50..50). The parameter adjusts the smoothness of the border between the convex part and the bevel.



Smooth Transition = -50

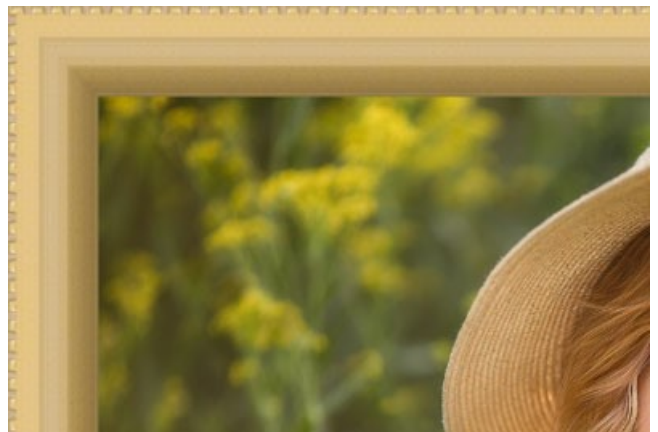


Smooth Transition = 50

Bevel Width (0-100). This parameter sets the size of the bevel.



Bevel Width = 35



Bevel Width = 75

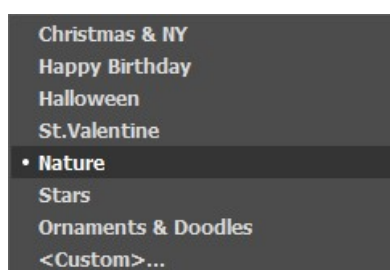
PATTERN FRAME

The **Pattern Frame** is formed by regular patterns generated all along the perimeter of the image. As a pattern you can take a sample from the built-in Texture Library (flowers, butterflies, hearts, cakes, etc) or load your own images on a transparent background.



The **Settings Panel** lets choosing a texture to generate a frame and adjust the parameters for the selected frame.

Texture. Select a group from the list and a texture (pattern) from the **Texture Library**.



The program comes with a rich collection of textures. Textures for the **Pattern Frame** are found under **Pattern** and are grouped in several sets.

The selected (current) texture is displayed in a square button which also lets opening the Library.



Click the square, you will see all textures in the selected group (for example, *Nature*). Now you can select a pattern by clicking on it.



Hint: It is possible to apply your own textures. It can be any image in these formats: **JPEG, BMP, TIFF, or PNG**.

For pattern frames we recommend to use **PNG** images with an object on a transparent area.

To load your own texture into **AKVIS ArtSuite**, select **<Custom>...** in the list.

Adjust the following parameters for this digital picture frame:

Frame Width (0-100%). This parameter sets the width of the frame. At 0% there is no frame, at 100% the width of the frame makes a quarter of the minimum image size (as to its width or height). For example, for an image 600 x 800 pixels the 100% width of the frame is calculated as follows: 1/4 from the minimum size (600 px) is 150 pixels.



Frame Width = 30%



Frame Width = 80%

Texture Brightness (0-200%). This parameter allows changing the brightness of the original texture. The brightness of the original texture equals 100%. To darken the frame, set the value of the parameter less than 100%; to brighten the frame, set a value higher than 100%.



Texture Brightness = 50%



Texture Brightness = 200%

Flip Texture Vertically

. When the button is enabled, the texture is oriented to the horizontal line, that is top-down.

Flip Texture Vertically
Button DisabledFlip Texture Vertically
Button Enabled**Flip Texture Horizontally**



. When the button is enabled, the texture is oriented to the vertical line, that is right-to-left.

Flip Texture Horizontally
Button DisabledFlip Texture Horizontally
Button Enabled



There are **several variants of texture lay-out** in corners and on the sides of the frame.

Without rotation (the **Tumble Texture** button  is disabled).



Texture rotates in the corners and on the sides (the buttons **Tumble Texture**  and **Tumble Texture in Corners**  are enabled).



Texture rotates on the sides but not in the corners (the **Tumble Texture** button  is enabled while the **Tumble Texture in Corners** button  is disabled).



Scale Image to Frame. When the check-box is enabled, the image is scaled to fit the frame. When the check-box is disabled, the frame overlays the image on its borders.

Frame Color. Adjust the color of the frame under the pattern (it can be set only if the **Scale Image to Frame** check-box is enabled). Double-click the color plate and select a color from the standard dialog.



Check-box Scale Image to Frame
is disabled



Check-box Scale Image to Frame
is enabled
and yellow is set as the background color

Transparent. When the check-box is enabled, the pattern is drawn on a transparent background. It can be useful on an image with several layers to use the lower layer(s) as the background color for the pattern.



Check-box Transparent enabled

Random Patterns. When the check-box is enabled, the pattern frame is generated using randomly selected objects.



Frame Created Using Four Random Patterns

Count (2-20). The number of patterns taken from the Texture Library to create a frame.



Count = 2



Count = 10

Random Seed (0-9999). This is the starting number for the random number generator. Every number corresponds a particular set and distribution of patterns.



Random Patterns Frame

STROKES FRAME

The **Strokes Frame** is made up of straight lines drawn along the border. The width of the frame as well as the width, the number and the length of the lines can be set in the **Settings Panel**.



The **Settings Panel** offers the following parameters for this digital picture frame.

Frame Color. This parameter sets the color of the strokes that form the picture frame. Select a color by double-clicking the color plate and choosing a color from the **Select Color** dialog.



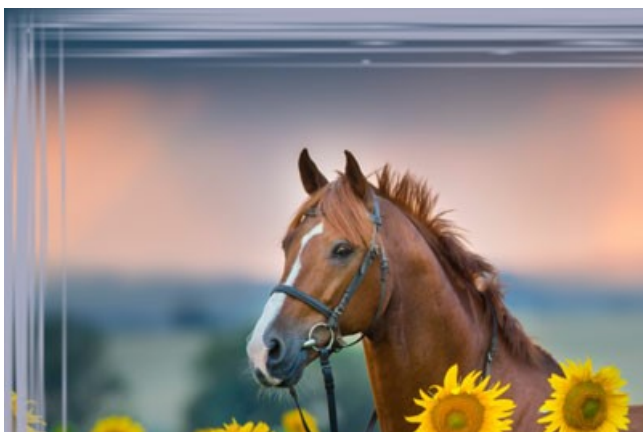
Light-green color selected

Transparent. When the check-box **Transparent** is enabled, the image under the frame gets transparent. One may need it on an image with several layers; in this way, the image on the lower layer(s) is visible and serves as a frame.

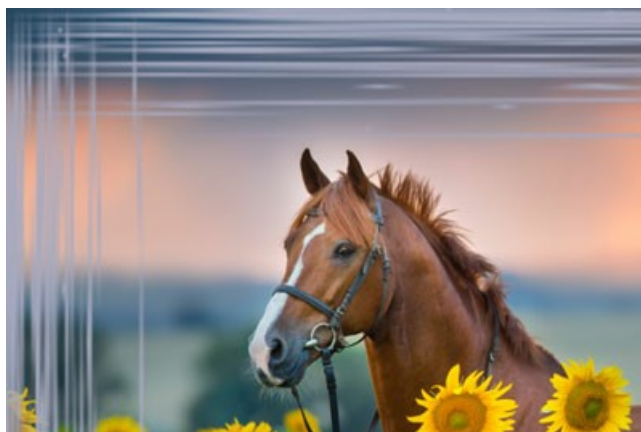


Check-box Transparent enabled

Frame Width (0-100%). This parameter sets the width of the frame on which strokes are drawn. At 0% there is no frame, at 100% the width of the frame makes a quarter of the minimum image size (as to its width or height). For example, for an image 600 x 800 pixels the 100% width of the frame is calculated as follows: 1/4 from the minimum size (600 px) is 150 pixels.



Frame Width = 40%

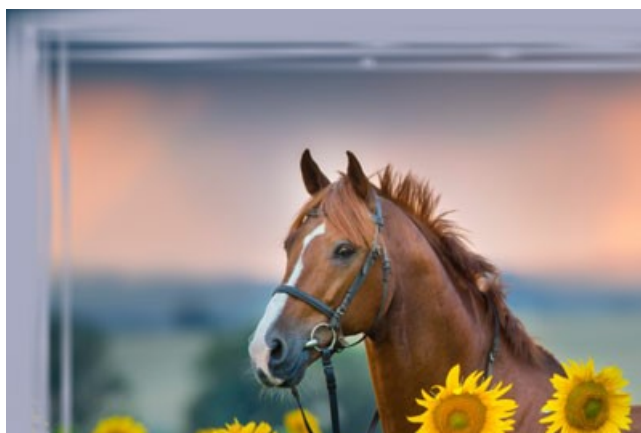


Frame Width = 90%

Stroke Width (1-10%). This parameter sets the width of the strokes in percent from a quarter of the minimum image size (as to its width or height). The higher the value of the parameter, the wider the strokes are; if the strokes are extremely wide, they merge and look like one thick line.



Stroke Width = 2%

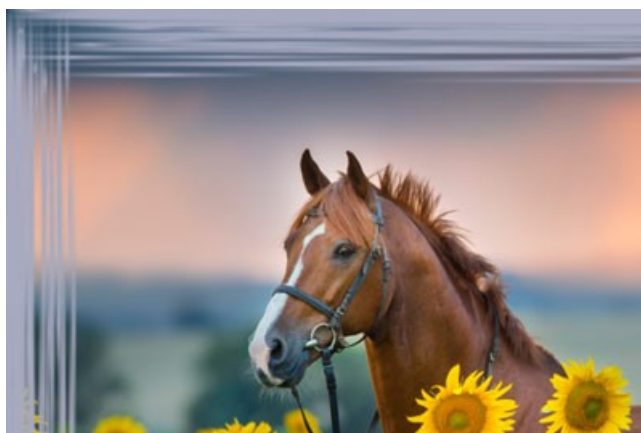


Stroke Width = 7%

Stroke Count (1-300). This parameter sets the number of strokes drawn on each side of the image. The higher the value, the more strokes are drawn on each side of the image.



Stroke Count = 30



Stroke Count = 150

Stroke Length (1-100%). This parameter sets the maximum length of the drawn strokes. The stroke length is calculated in percent from the length of the side along which it is drawn. For example, if the side length is 800 px and the value of the parameter **Stroke Length** is 50%, then the maximum length of the drawn strokes is 400 pixels.



Stroke Length = 20%



Stroke Length = 50%

Random Seed (0-9999). This is the starting number for the random number generator that defines the distribution of strokes. Every number corresponds to a particular strokes distribution (provided all other parameters stay the same).



FRAME SCRATCHES

The **Scratches Frame** represents a color frame with a "scratched" surface, through which the original image can be seen. The width of the frame as well as the width, the number and the length of the scratches can be set in the Settings Panel.



The **Settings Panel** offers the following parameters for this picture frame.

Frame Color. This parameter sets the color of the scratched frame. Select a color by double-clicking the color plate and choosing a color from the **Select Color** dialog.



Brown color selected

Transparent. When the check-box **Transparent** is enabled, the image under the frame becomes transparent. One may need it on an image with several layers; in this way, the image on the lower layer(s) is visible and serves as a frame.

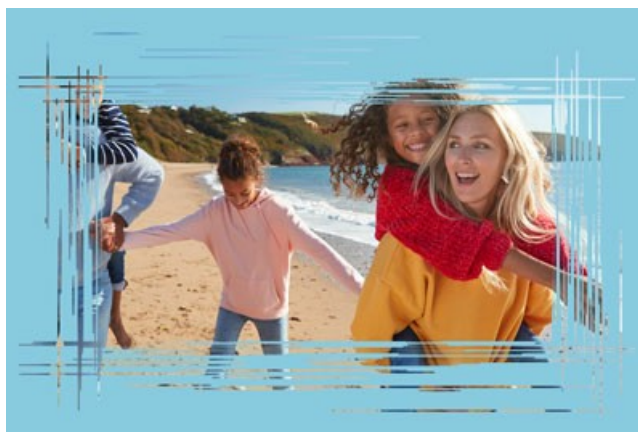


Check-box Transparent enabled

Frame Width (0-100%). This parameter sets the width of the frame on which scratches are made. At 0% there is no frame, at 100% the width of the frame makes a quarter of the minimum image size (as to its width or height). For example, for an image 600 x 800 pixels the 100% width of the frame is calculated as follows: 1/4 from the minimum size (600 px) is 150 pixels.



Frame Width = 40%

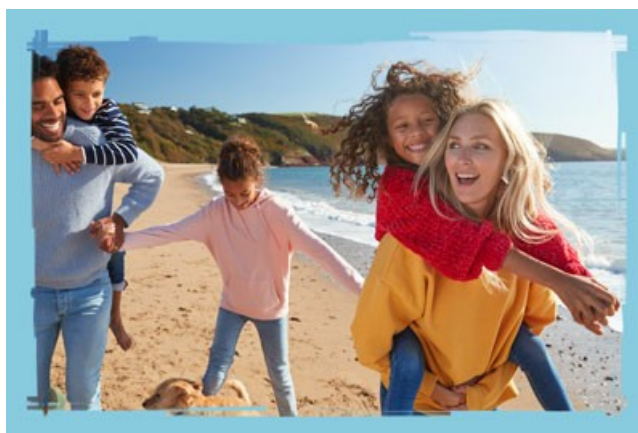


Frame Width = 90%

Border Width (0-100%). This parameter sets the width of the outer border of the frame on which no scratches are made. It is set in percent from the frame width. At 0% there is no outer frame at all and scratches are drawn right from the image border. The higher the value of the parameter, the thicker the solid border is; at 100% the border occupies a half of the frame width.



Border Width = 0%



Border Width = 100%

Stroke Width (1-10%). This parameter sets the width of the scratches in percent from a quarter of the minimum image size (as to its width or height). The higher the value of the parameter, the wider the strokes are; if the strokes are extremely wide, they merge and look like one thick line.

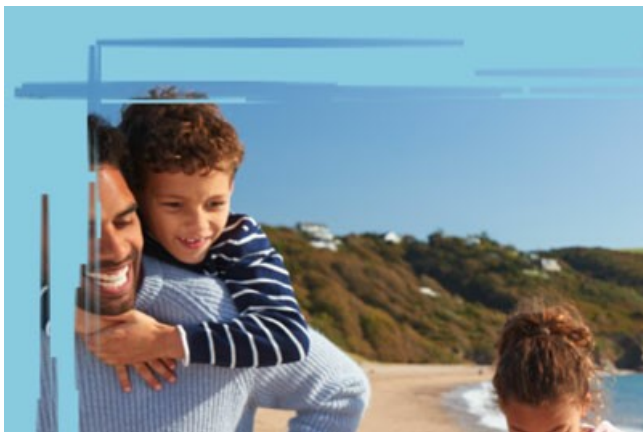


Stroke Width = 2%



Stroke Width = 7%

Stroke Count (1-300). This parameter sets the number of lines "scratched" on each side of the frame. The higher the value, the more scratches are made on each side of the frame.

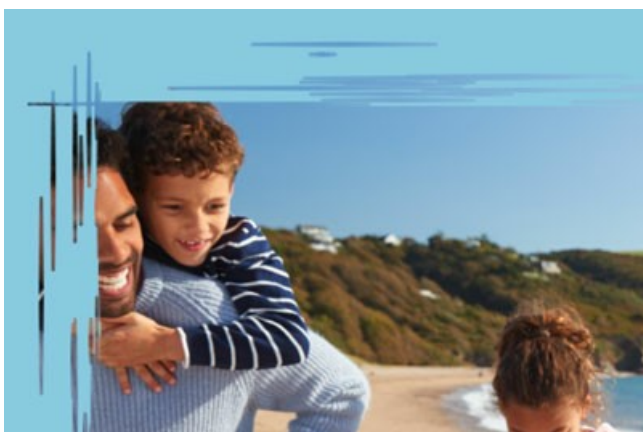


Stroke Count = 20

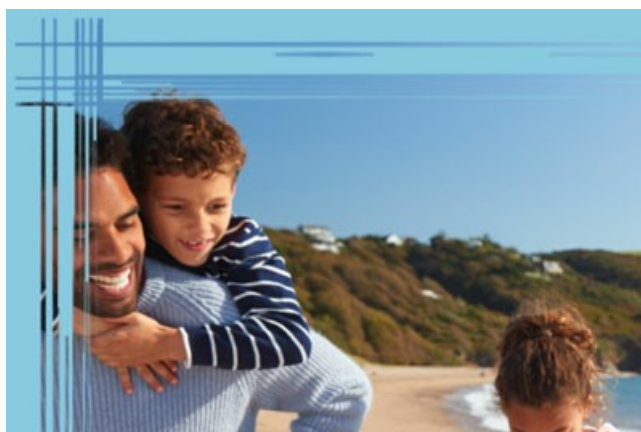


Stroke Count = 70

Stroke Length (0-100%). This parameter sets the maximum length of the scratches. The maximum length is calculated in percent from the length of the side along which it is drawn. For example, if the side length is 800 px and the value of the parameter **Stroke Length** is 50%, then the maximum length of the scratches is 400 pixels.

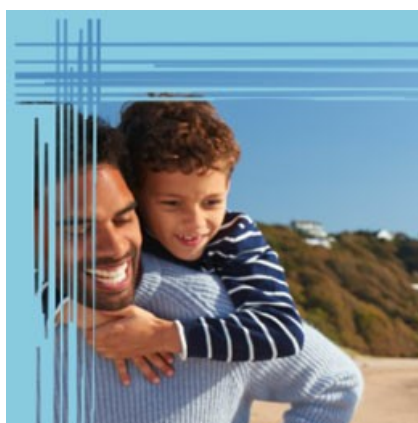
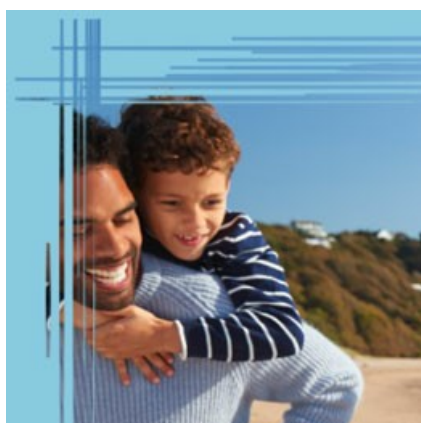
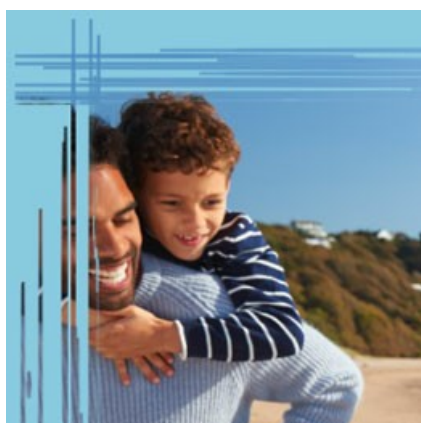


Stroke Length = 10%



Stroke Length = 40%

Random Seed (0-9999). This is the starting number for the random number generator that defines the distribution of scratches on the frame. Every number corresponds to a particular distribution of scratches (provided all other parameters stay the same).



PAGE CURL

The **Page Curl** effect creates a page curl on an image. You can adjust the color of the curl, its form, and the torsion level in the **Settings Panel**.



The **Settings Panel** offers the following parameters for this effect.

Background Color. The color plate **Background Color** allows setting the color of the area under the curl. Double-click on the color plate **Background Color** to choose a color from the **Standard Color Selection Dialog box**.



Green Color is set

Transparent. When the check-box **Transparent** is enabled, the area under the curl becomes transparent. One may need it on an image with several layers; in this way, for example, another photo can be visible under the page curl.



Check-box Transparent
is enabled

Curl Color. The color plate **Curl Color** allows setting the color of the curl's underside. Double-click the color plate to choose a color from the standard dialog box.



Yellow is set for the underside of the page curl

Torsion (0-100%). This parameter sets the level of torsion of the curl. The higher the value, the more twisted the curl is.



Torsion = 60%



Torsion = 90%

Obliquity (0-100%). This parameter sets the form of the curl. At values from 1 to 49 the corner of the image curls to form a cone (the vertex is on one end); at 50 the corner curls to form a cylinder; and at values from 51 to 100 it forms a cone again, but the vertex is on the opposite end.



Obliquity = 10



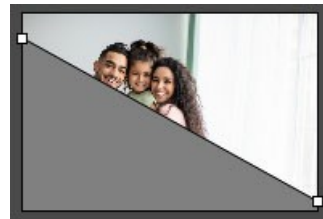
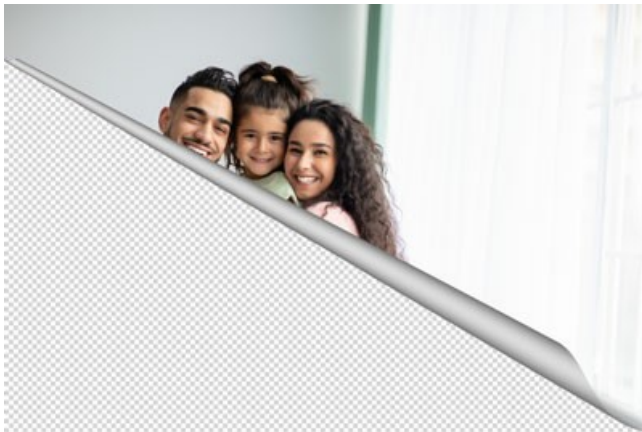
Obliquity = 50



Obliquity = 90

Line with markers on both ends defines the corner to be curled, the position of the curl line and the curling direction. Use the markers to set the position of the line. To move a marker, bring the cursor on it, press the left mouse button and drag the marker to a new position. It is impossible to curl more than half of the image.

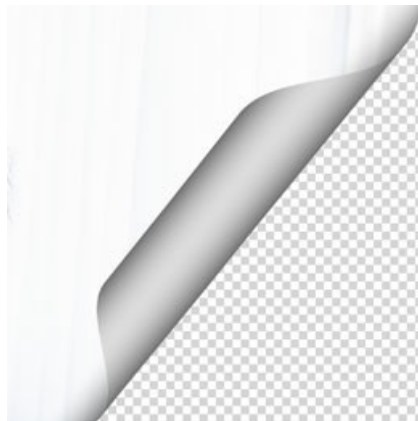




Gradient (0-100%). This parameter adds volume to the curl by adjusting the contrast of mid-tones.



Gradient = 20%



Gradient = 50%



Gradient = 100%

SQUARES FRAME

The **Squares Frame** represents a picture frame made of square tiles. The width, the quantity, the color of the tiles and the opacity of their edges are defined in the **Settings Panel**.



The frame **Squares** consists of two parts: **Outer Frame** - on the image below it is made up of green tiles, and **Inner Frame** - blue tiles.



The **Settings Panel** offers the following parameters for this digital picture frame.

Transparent. When the check-box **Transparent** is enabled, the image under the frame becomes transparent. One may need it on an image with several layers; in this way, the image on the lower layer(s) is visible and serves as a frame.



Check-box Transparent enabled

Color Gradient (0-100%). This parameter changes the opacity of the tiles' edges. At 0% the tiles' edges are solid, as you increase the value of the parameter the transparency of the edges increases, the tiles look more three-dimensional.



Color Gradient = 5%



Color Gradient = 40%

Outer Frame

Squares Color. The color plate **Squares Color** in the **Outer Frame** field sets the color of the outer tiles. Select a color by double-clicking the color plate and choosing a color from the **Select Color** dialog.



Green color selected

Random Colors. When the check-box **Random Colors** is enabled, the outer frame is formed by motley tiles.



Check-box Random Colors
for the Outer Frame is enabled

Outer Frame Width (0-100%). This parameter sets the width of the outer frame. At 0% the outer frame is not drawn (only the inner frame appears), at 100% the width of the frame makes a quarter of the minimum image size (as to its width or height).

Square Count (0-20). This parameter sets the number of squares that the outer frame will include at the defined width. At 0 the outer frame will not be drawn at all.



Outer Frame Width = 50%,
Square Count = 5



Outer Frame Width = 50%,
Square Count = 10

Inner Frame

Squares Color. The color plate **Squares Color** in the **Inner Frame** field sets the color of the inner tiles. Select a color by double-clicking the color plate and choosing a color from the **Select Color** dialog.



Blue color is selected

Random Colors. When the check-box **Random Colors** is enabled, the inner frame is formed by motley tiles.



Check-box Random Colors
for the Inner Frame is enabled

Inner Frame Width (0-100%). This parameter sets the width of the inner frame. At 0% the inner frame is not drawn (only the outer frame appears), at 100% the width of the frame is a quarter of the minimum image size (as to its width or height).

Max Square Count (0-20). This parameter sets the maximum number of squares in the defined width of the inner frame. At 0 the inner frame will not be drawn at all. At a value of the parameter > 0 the number of squares in every row is set at random and vary from 0 to the set maximum number.



Inner Frame Width = 50%,
Max Square Count = 5



Inner Frame Width = 50%,
Max Square Count = 10

Random Seed (0-9999). This is the starting number for the random number generator that defines the distribution of tiles at the inner border of the frame. Every number corresponds to a particular tiles distribution (provided all other parameters stay the same).



RAGGED FRAME

The **Ragged Frame** is a frame consisting of medium-sized random particles that create an effect of ragged edges. The width, the color and the level of effect are adjusted in the **Settings Panel**.



The **Settings Panel** offers the following parameters for this picture frame.

Frame Color. This parameter sets the color of the frame. Select a color by double-clicking the color plate and choosing a color from the **Select Color** dialog.



Rose color is set

Transparent. When the check-box **Transparent** is enabled, the image under the frame becomes transparent. One may need it on an image with several layers; in this way, the image on the lower layer(s) is visible and serves as a frame.



Check-box Transparent enabled

Frame Width (0-100%). This parameter sets the width of the frame. At 0% there is no frame, at 100% the width of the frame is a quarter of the minimum image size (as to its width or height). For example, for an image 600 x 800 pixels the 100% width of the frame is calculated as follows: 1/4 from the minimum size (600 px) is 150 pixels.

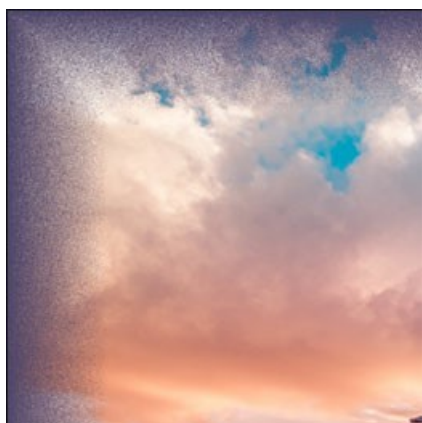


Frame Width = 15%

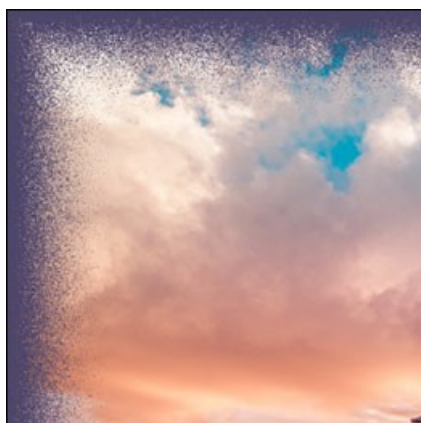


Frame Width = 100%

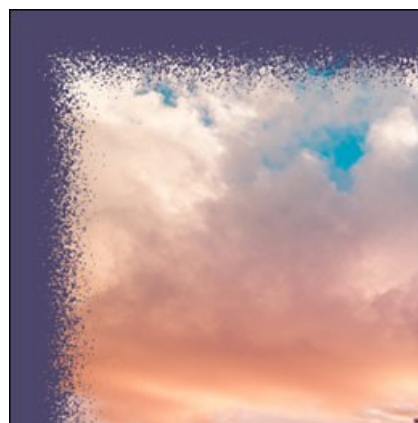
Merge Level (0-8). This parameter sets the level of particles merging at the inner edge of the frame. At **Merge Level** = 0 the frame consists of small random particles, as you increase the value, particles get larger and merge to form a ragged frame.



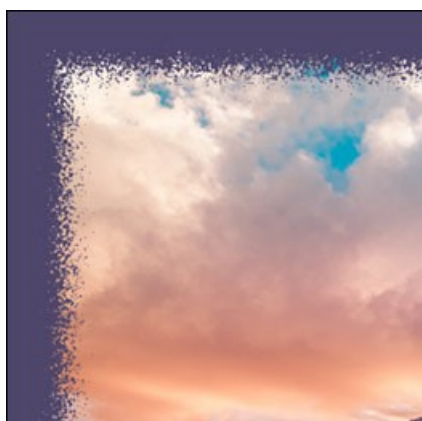
Merge Level = 0



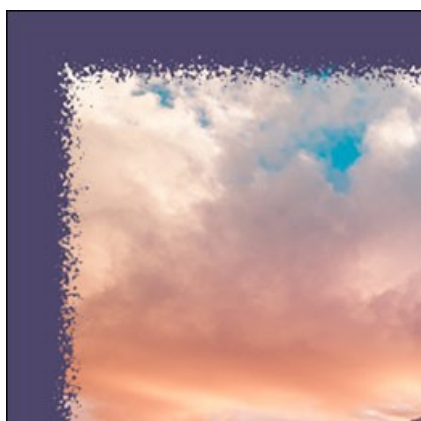
Merge Level = 1



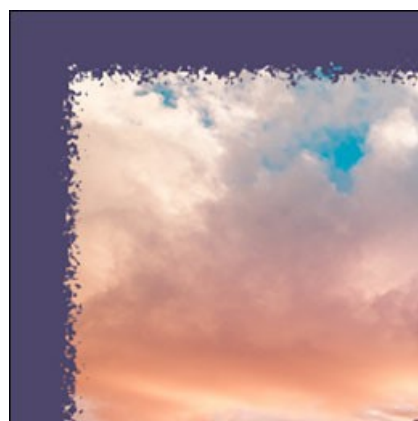
Merge Level = 3



Merge Level = 4

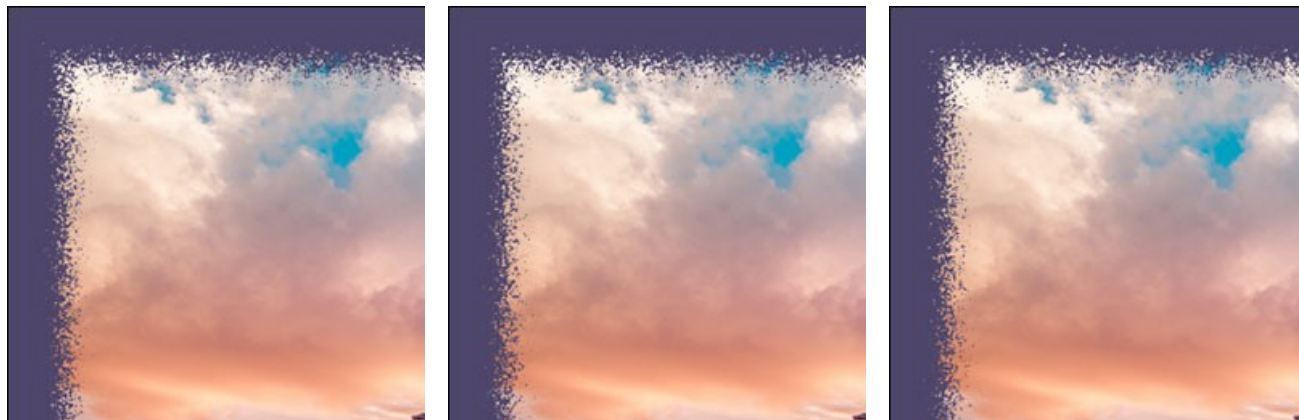


Merge Level = 6

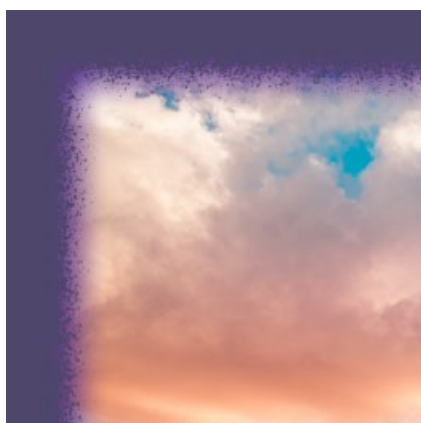


Merge Level = 8

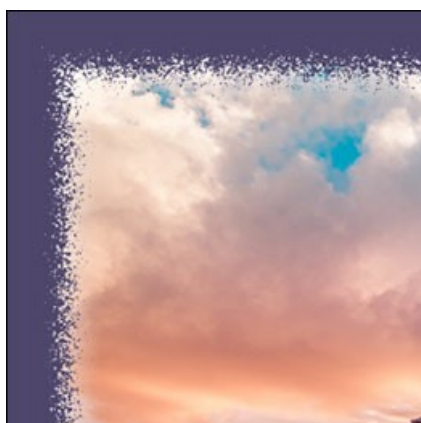
Random Seed (0-9999). This is the starting number for the random number generator that defines the distribution of particles at the inner border of the frame. Every number corresponds to a particular particles distribution (provided all other parameters stay the same).



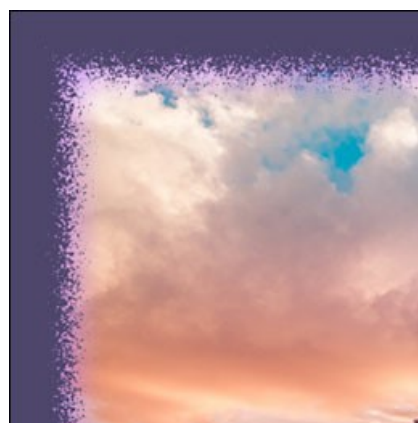
Edge Color. The parameter determines the color of glow at the inner edge of the frame. It is possible to create a shadow effect by choosing a dark color. To change the color, click the color plate and select a new one from the Select Color dialog.



Edge Color = Purple

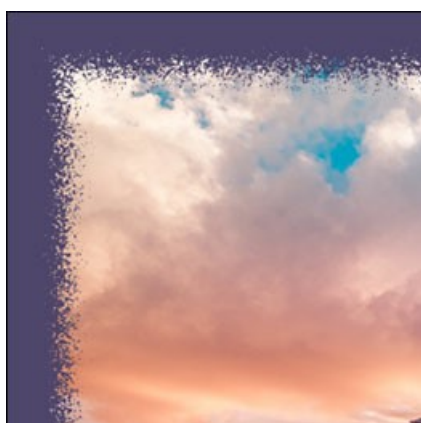


Edge Color = White

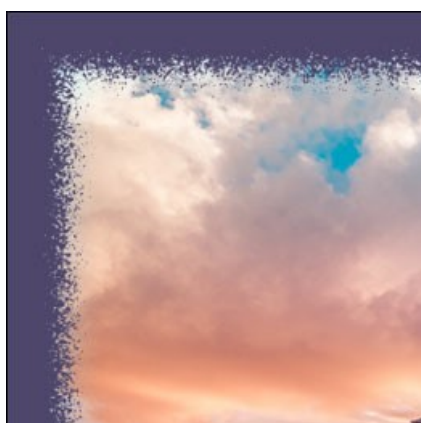


Edge Color = Light Purple

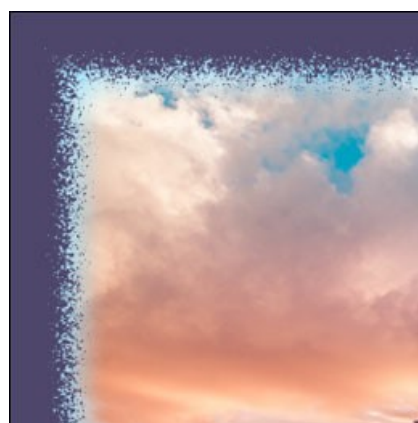
Glow Intensity (0-100). The parameter specifies the width and brightness of the glow effect.



Glow Intensity = 0



Glow Intensity = 40



Glow Intensity = 90

SPRAY FRAME

The **Spray Frame** creates a paint spray effect at the image borders. The width, the color and the spray density can be set in the **Settings Panel**.



The **Settings Panel** offers the following parameters for this picture frame.

Frame Color. This parameter sets the color of the frame. Select a color by double-clicking the color plate and choosing a color from the **Select Color** dialog.



Yellow color is set

Transparent. When the check-box **Transparent** is enabled, the image under the frame becomes transparent. One may need it on an image with several layers; in this way, the image on the lower layer(s) is visible and serves as a frame.



Check-box Transparent enabled

Frame Width (0-100%). This parameter sets the width of the frame. At 0% there is no frame, at 100% the width of the frame makes a quarter of the minimum image size (as to its width or height). For example, for an image 600 x 800 pixels the 100% width of the frame is calculated as follows: 1/4 from the minimum size (600 px) is 150 pixels.



Frame Width = 30%



Frame Width = 100%

Density (0-200). This parameter sets the spraying density. The higher the value of the parameter, the denser the spraying is. The spraying starts on the borders, therefore the density on the outer border is higher than on the inner one.

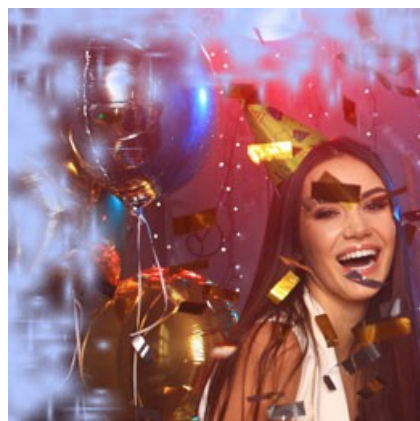
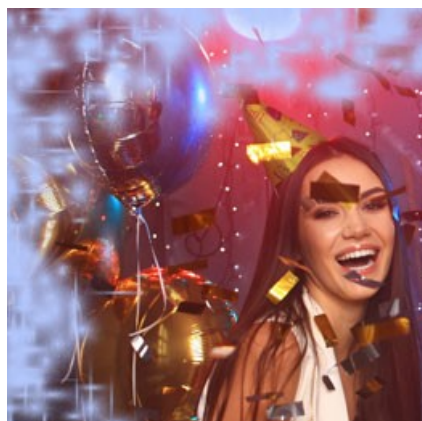
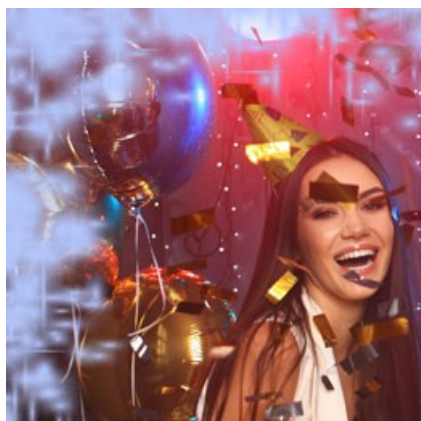


Density = 40



Density = 120

Random Seed (0-9999). This is the starting number for the random number generator that defines the distribution of particles at the inner border of the frame. Every number corresponds to a particular particles distribution (provided all other parameters stay the same).



ARTISTIC FRAME

The **Artistic Frame** with transparent borders can give any photo a festive and elegant look.



The **Settings Panel** offers the following parameters for this digital picture frame.

Frame Color. This parameter sets the color of the frame. Select a color by double-clicking the color plate and choosing a color from the **Select Color** dialog.



Yellow color is set

Transparent. When the check-box **Transparent** is enabled, the image under the frame becomes transparent. One may need it on an image with several layers; in this way, the image on the lower layer(s) is visible and serves as a frame.



Check-box Transparent enabled

Frame Width (0-100%). This parameter sets the width of the frame that will include the defined number of sub-frames. At 0% there is no frame, at 100% the width of the frame makes a quarter of the minimum image size (as to its width or height). For example, for an image 600 x 800 pixels the 100% width of the frame is calculated as follows: 1/4 from the minimum size (600 px) is 150 pixels.



Frame Width = 20%



Frame Width = 80%

The Artistic Frame has three **Frame Types**: **Smooth**, **Grain** and **Spot**.



Smooth



Grain



Spot

Inverse Gradient. This parameter sets the direction of the color intensity fade - either inside (when the check-box **Inverse Gradient** is enabled) or outside the image (when the check-box is disabled).



Check-box Inverse Gradient disabled



Check-box Inverse Gradient enabled

SubFrame Count (0-10). This parameter sets the number of sub-frames that will fit into the frame width.



SubFrame Count = 2



SubFrame Count = 8

Circle Radius (0-100%). This parameter sets the cutout corner radius. At 0% there is no cutout corner at all, at 100% the cutout corner makes a quarter of the minimum image size (as to its width or height).



Circle Radius = 0%



Circle Radius = 20%



Circle Radius = 80%

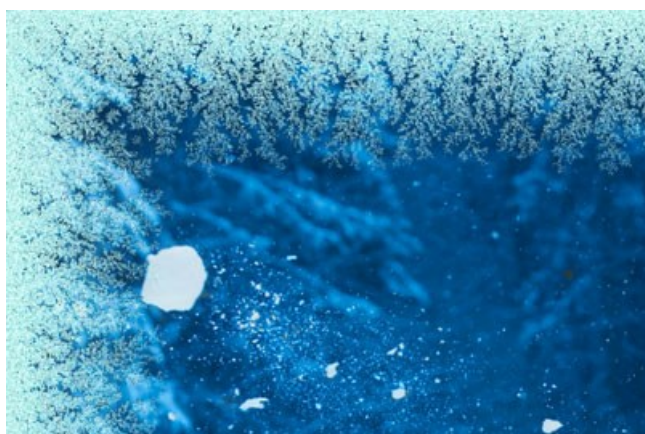
FROST FRAME

The **Frost** frame imitates frost crystals that grow on windows when a pane of glass is exposed to below-freezing temperatures. Apply this effect to add some winter freshness to your image.

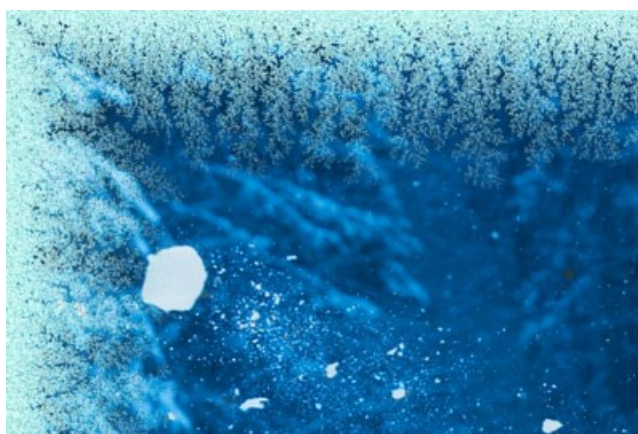


The **Settings Panel** offers the following parameters for this frame:

Symmetric. When the check-box is enabled, the frost pattern is symmetric. You can disable the check-box to get a fancier pattern, but it will increase the processing time.



Check-box "Symmetric" is enabled



Check-box "Symmetric" is disabled

Ice Color. This parameter sets the color for the frame. Click the color plate and select a color from the **Select Color** dialog.

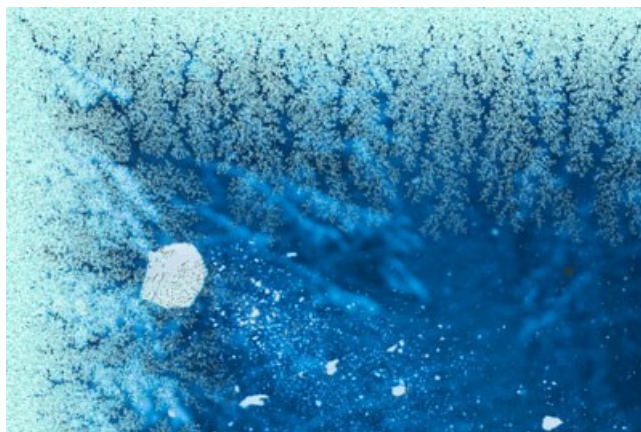


Ice Color: rosa

Width (10-100%). This parameter defines the area of the image that will be "frozen". At 100% the width of the frame is a third of the minimum image size (as to its width or height).



Width = 20%



Width = 75%

Freeze Level (1-10). This parameter sets the freezing intensity. At 1 the frame is softly frozen, at 10 the freezing is more intensive.



Freeze Level = 1



Freeze Level = 10

Melting (0-100). This parameter sets the ice state - the higher the parameter, the more melted the ice looks.



Melting = 0%



Melting = 80%

Ice Density (1-50). This parameter sets the density of the frost. The higher the value of the parameter, the denser the ice is. The "freezing" starts at the frame edge, therefore the frost on the outer border is denser than on the inner border.

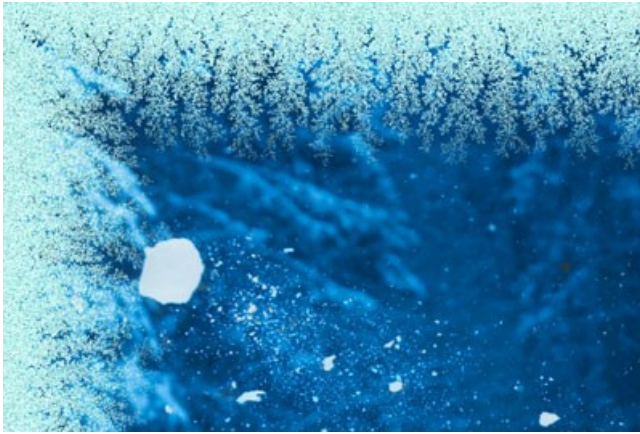


Ice Density = 2

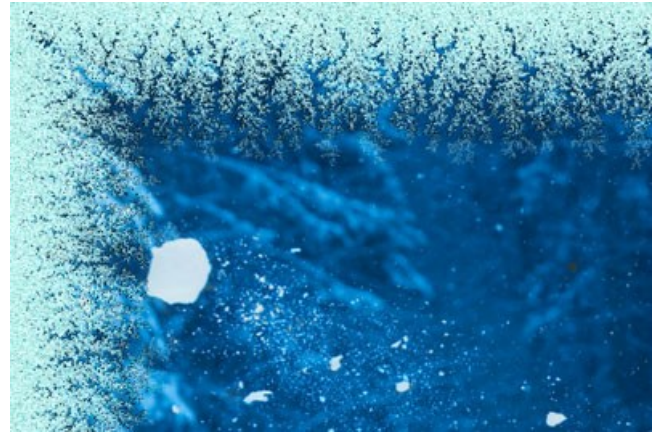


Ice Density = 15

Shadow (0-100%). This parameter sets the size of the shadow the frost casts. At 0 there are no shadows. As you increase the value, the size of the shadows increases. High values of the parameter give volume to the frame.

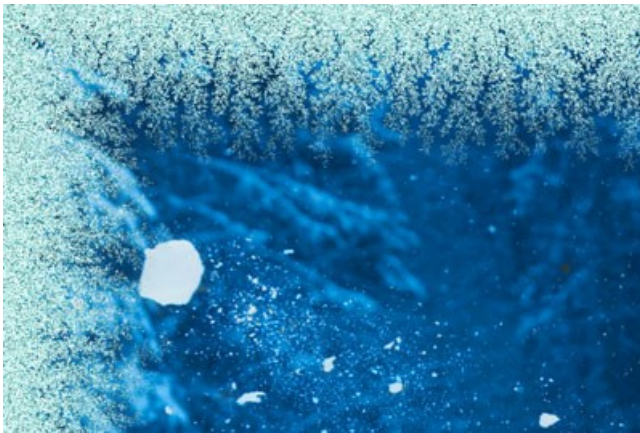


Shadow = 0%



Shadow = 100%

Homogeneity (1-200). This parameter sets the amount of color shades used when generating frost. The higher the value of the parameter, the fewer shades are used and the flatter the frost looks.

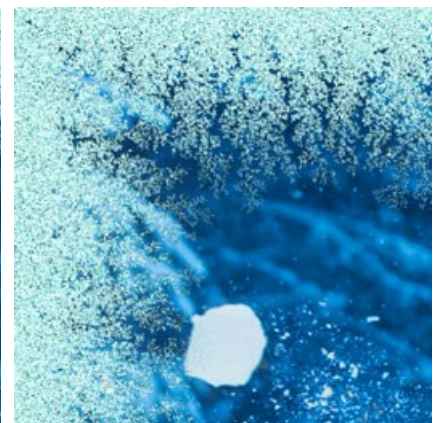
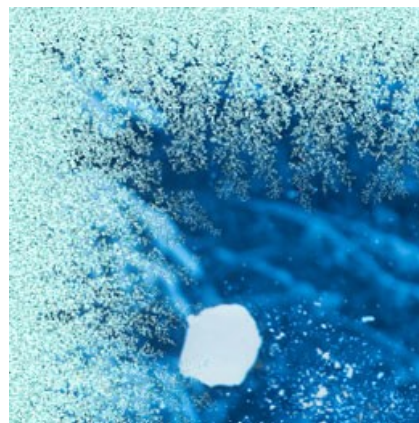
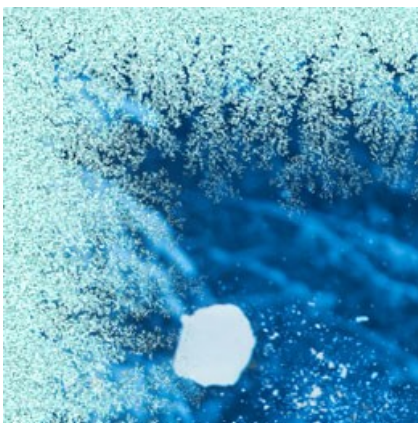


Homogeneity = 50



Homogeneity = 200

Pattern (0-9999). Every value of this parameter corresponds to a unique combination of frost crystals. The defined value is the starting number for the random number generator that creates a unique frost pattern on the frame.



ARTISTIC CROP

The **Artistic Crop** effect accentuates a certain part of an image by blurring the rest of it. The focus of attention is shifted to this part and the photograph is seen in a new light.

Working with the **Artistic Crop** involves two processes:

1. Frame creation.
2. Adjusting the image in the frame.

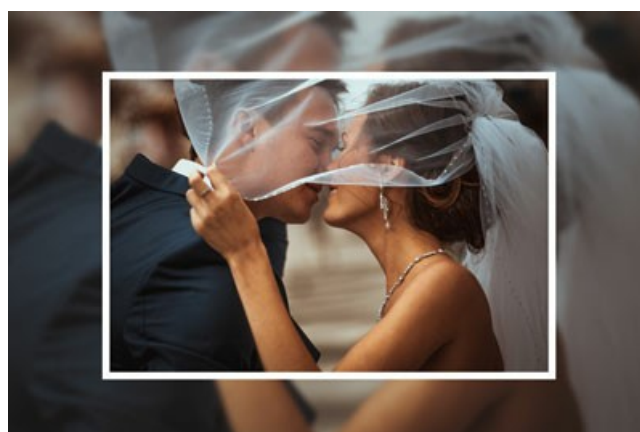


Frame. The frame is created from a part of the original image. Adjust the parameters for the frame:

Width (0-100%). This parameter sets the width of the frame. At 0% there is no frame at all, at 100% the frame takes up most of the image.



Width = 15%



Width = 50%

Blur (0-60). Set the intensity of image blurring. The higher the value, the more blurred the frame is. At 0 the frame is not blurred at all.



Blur = 5



Blur = 30

Overlay Color. Select the color that will overlay the frame. Click the color plate and select a color from the **Select Color** dialog.



Green color selected

Opacity (0-100%). This parameter sets the opacity of the overlay color. Opacity = 100% corresponds to the maximum filling of the frame with the overlay color. At 0% all colors are the same as on the original image.



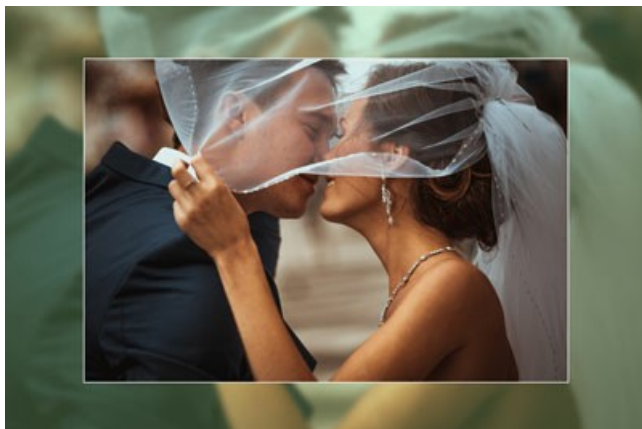
Opacity = 10%



Opacity = 90%

Border Line. It is the separation line between the frame and the image. Adjust parameters for the Border Line:

Width (0-100). This parameter sets the width of the separation line in pixels. At 0 there is no border line.



Width = 5



Width = 20

Color. Click the color plate to select a color for the Border Line in the **Select Color** dialog.

Adjusting the image in the frame. The image can be scaled and shifted relative to the frame.

The parameter **Scale Image to Frame** defines the way the image is scaled to the frame, if scaled at all.

No Scaling. The image is not scaled to the frame. In this way you can accentuate a certain part of the image.



Option "No Scaling" enabled

Keep Image Ratio. The image is scaled keeping the proportion of the original image.



Option "Keep Image Ratio" enabled

Keep Border Ratio. The image is scaled in such a way that the summarized width of the horizontal sides is equal to the summarized width of the vertical sides. In this case a small part of the image (either in height or in width) is cut out.



Option "Keep Border Ratio" enabled

Image Shift. This parameter sets the position of the image in the frame. The image can be shifted horizontally and vertically:

Horizontal. At values under 0, the image shifts to the left; at values over 0, the image shifts to the right.

Vertical. At values under 0, the image shifts downwards; at values over 0, the image shifts upwards.



Image Shift

The values of the parameter vary between -100% and 100%. By default the parameters are set to 0, that is the image is in the center of the frame.

It is also possible to shift the image on the frame using the mouse cursor:

Press the **Ctrl** on the keyboard and you will see a dotted frame. Put the cursor inside the dotted frame, press the left button of the mouse and, keeping it pressed, drag the frame. The parameters of the Image Shift will be recalculated accordingly and the image will be automatically processed.

PASSE-PARTOUT

The **Passe-Partout** effect allows you to apply a mat or a cardboard for mounting and framing your digital pictures. It creates margins around the image enhancing its visual appeal.

Using the passe-partout jointly with the **Classic Frame** has a truly powerful impact on a viewer. The frame options are shown on a separate tab.



Adjust the parameters of the effect:

Size (1-100). The parameter changes the width of the passe-partout.



Size = 20



Size = 60

Bevel Depth (0-100). The parameter sets the thickness of the border cutting line (in % of the general passe-partout width).



Bevel Depth = 10



Bevel Depth = 45

Color. You can select the mat and bevel colors in the color plates.



Blue Mat



White Bevel



Beige Bevel

Outer Frame (only in the standalone program). Enable the check-box to add the frame to an image without covering the photo and hiding its borders. Disable the check-box to place the frame over the image.



Original Image



Outer Frame Check-Box Enabled

Scale Image to Frame. When the check-box is enabled, the image is scaled to fit the frame. When the option is disabled, the frame applies over the image.

Attention! A part of the image will be cropped to keep the aspect ratio.



Scale Image to Frame Check-Box Disabled



Scale Image to Frame Check-Box Enabled

Slope. Define what the bevel looks like by choosing one of the options: **Outside** or **Inside**.



Outer Slope



Inner Slope

Shadow (1-100). Adjust the intensity of the shadow on the inner edge of the passe-partout.

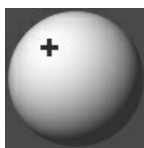


Shadow = 40



Shadow = 100

Light Source. Move the marker on the ball to set the probable light source that affects the appearance of the shadow.



Chamfer (0-100). The parameter changes the size of the sloping edge in the corners.



Chamfer = 10



Chamfer = 50

You can adjust the chamfer shape:

Round. The inner corner takes a rounded shape.

Ledge. The inner corner has a square shape.



Straight Chamfer



Round



Ledge



Round + Ledge

VIGNETTE

Vignette is a gradual darkening/lightening of an image towards its edges that highlights the subject of a photo by shading its surroundings. The effect creates visual interest and adds vintage elegance to your images. The effect parameters are adjusted in the **Settings Panel**.



Frame Parameters:

Frame Color. Using the color plate, adjust the color of the vignette. Click the color plate to select a new color from the standard dialog.



Oval Blue Vignette

Transparent. Enable the check-box to make the vignette transparent.



Transparent Vignette

Size (1-100). The parameter changes the effect area.



Size = 20



Size = 90

Opacity (1-100). The parameter defines the transparency of the vignette. At 100%, the vignette is completely opaque.



Opacity = 50



Opacity = 100

Shape (-100...100). The parameter affects rounding of the edges and changes the central part of the image from a rectangle (at negatives values) to a circle (at positive values).



Shape = -80



Shape = 80

Smooth Transition (0-100). The parameter adjusts the smoothness of the border between the vignette and the central part. Increasing the value increases the fading effect.



Smooth Transition = 0



Smooth Transition = 20

Position. Move the white marker to shift the vignette. You can see the current coordinates of the center in the **X** and **Y** fields.



No Shift



Shift to the Right

HAND PAINTED FRAME

The **Hand Painted Frame** provides images with one or more areas of various shapes. A photo fragment can be placed in these transparent areas to make a framed photo.



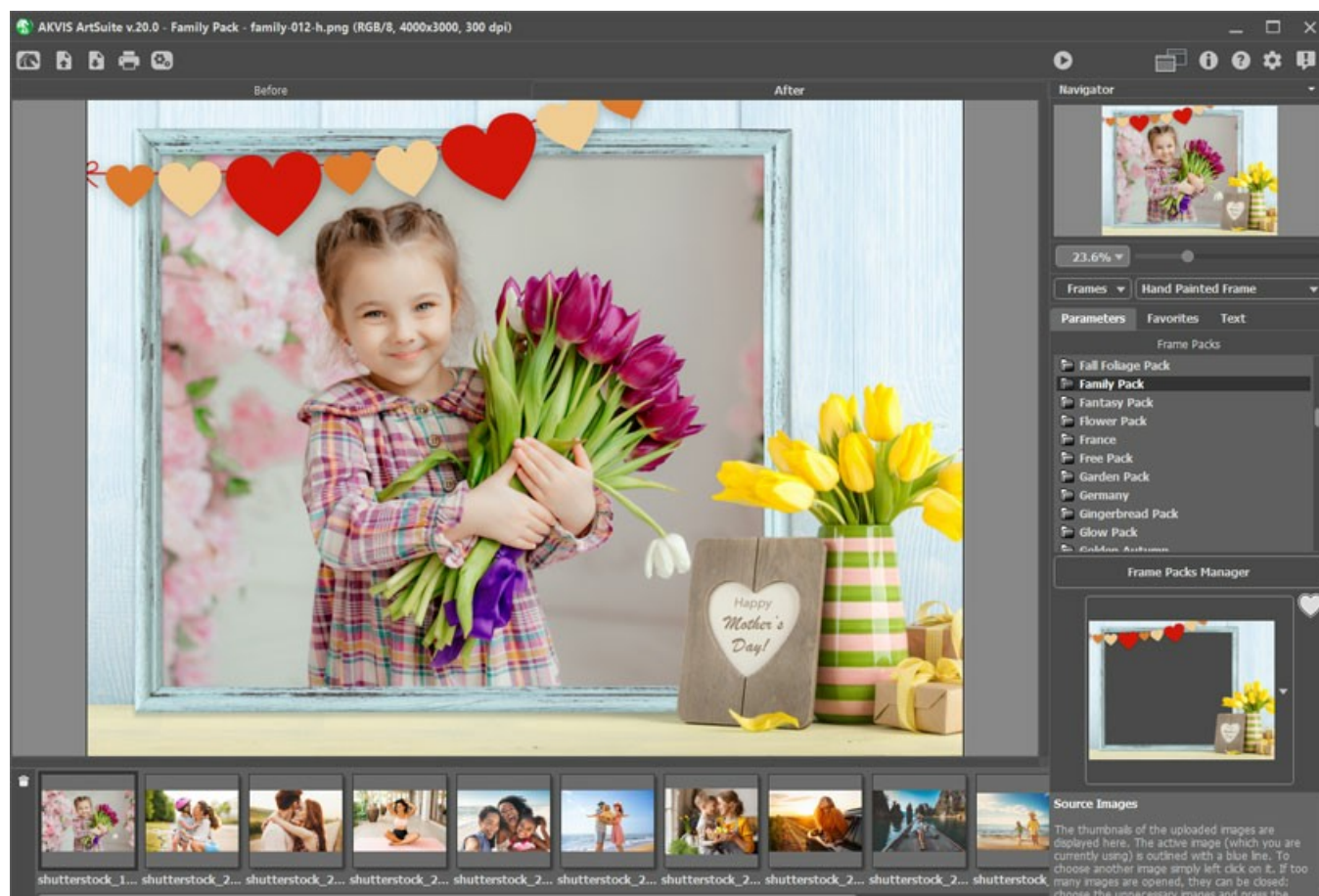
These frames were made by professional artists exclusively for use in **AKVIS ArtSuite**. Also, they can be used with [AKVIS Frames](#) (free software).

Attention! The **Hand Painted Frame** is only available in ArtSuite Standalone.


The default frame pack comes with the program. Also, you can download the [free set of frames](#) or purchase [frame packs with different themes](#) (wedding frame pack, frames with a travel theme, etc.). Each frame pack is a zip file. Do not open the file yourself. Copy it to a folder. It will only work in ArtSuite/Frames.

In addition, you can create and use [your own frames](#).

Working with a **Hand Painted Frame** is a little different than with other frames and effects in the program. You can work with multiple images. There are frame templates in which you can insert two or more images, without cropping or another time-consuming editing.



Follow these steps to add a photo to a **Hand Painted Frame**:

Step 1. Open the source images: press  in the **Control Panel** and choose one or more photos.

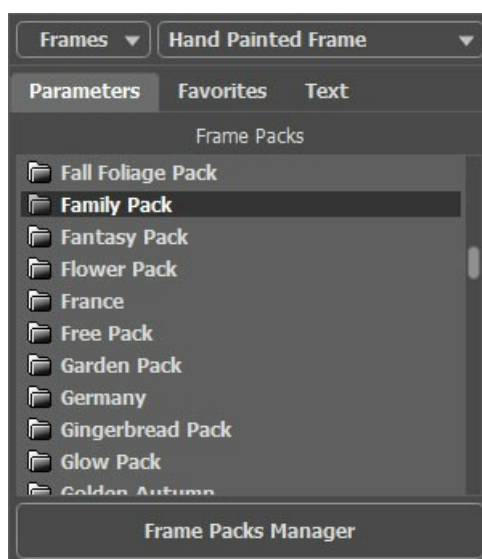
The thumbnails of the uploaded images are displayed under the **Image Window**.



The active image (which you are currently using) is outlined with a gray line. Choose another image by clicking on it.

To remove an image from the list, choose it and press  or the **Delete**-key.

Step 2. Select a frame pack. In the list, you can see the **Default Pack** (that goes with the program) and all additional **frame packs** which you downloaded and **installed**.



List of Packs

When you select a pack, its first frame template becomes visible on the square button.



Click this button to see all frames in the pack. Select the desired photo frame by clicking on it.

Hint: You can also use **your own frames**. They can first be **prepared and saved** in any folder on your computer. An image used as a frame must have one or more transparent areas of any shape and must be saved **in PNG format**.

To load your own frame in **AKVIS ArtSuite**, select **<Custom>...** at the bottom of the list of the packs, and choose a frame (a **PNG** image).

Step 3. The program will automatically choose the first image in the list of images to place in the frame.



If the **Hand Painted Frame** has more than one area for photos and the default order of images (which is chosen automatically) within the frame is not as desired, you can change it manually.




Choose an image in the list of images and drag it into the frame.


You can also place an image in an area by double-clicking it with the left mouse button.


Note: Transferring photos to a frame by double-clicking is more useful when a frame has only one area. If there is more than one area, the program will choose a photo based on its aspect ratio in relation to the area. For example, horizontal photos (which have greater width than height) would be placed in horizontal areas, etc.



Step 4. You can change the size, the position, and the rotation angle of every image relative to the frame.





To reposition an image in the frame, bring the cursor into the selected area and left-click (the cursor's shape will change to that of perpendicular bilateral arrows ) , then while keeping the left mouse button pressed, drag the cursor.

To resize an image in the frame, bring the cursor to the edge of the selection box (the cursor will change shape to that of a bilateral arrow ) , and after pressing and holding the left mouse button, drag the cursor to increase or decrease the size of the image.

To rotate an image, bring the cursor near to a corner marker of the selection box (the cursor will change to the shape of elliptical double arrows ) , press the left mouse button and while keeping it held, move the cursor.

For transparent one-hole templates, the **Clipping** option is available. Click  next to the template sample, then run the image processing  to make the frame more dense and opaque.

Step 5. When all adjustments to the images are done, press the  button to start processing.

Step 6. To save the final result press the  button and in the **Save As** dialog window enter a name for the file, select the file type (TIFF, BMP, JPEG, or PNG) and choose a folder in which to save the file.

Attention! The original photo is converted to the frame format. Therefore, if the frame is RGB/8, the photos will be converted to this format as well. Keep this in mind when creating your own frames.

Note: Additional themed frame packs (except the **Free Pack**) must be registered! [Read the instructions.](#)

USING AKVIS FRAME PACKS: HOW TO INSTALL, ACTIVATE, DELETE PACKS

The **AKVIS frame packs** can only be used with **AKVIS ArtSuite** Standalone, not with the Plugin version. The plugin cannot use such templates, since the image size will be changed.

You can also download the **AKVIS Frames** program and use it free of charge with the frame packs.



A *free* set of frames (visible as **Default Pack** in **Library**) is included in **AKVIS ArtSuite**. Also, you can download additional *themed frame packs* designed for specific topics, for example, seasons, hobbies, special event sets like Christmas, Wedding, Valentine, Communion, Halloween... and *many others*.

To order a themed frame pack you can go to the [frame pack page](#), where you will see all available frame packs. Each pack is fully represented in thumbnails. You can see all of the picture frame collections you would be interested in. Therefore, you won't be buying a "pig in a poke", but rather the frames that you need.

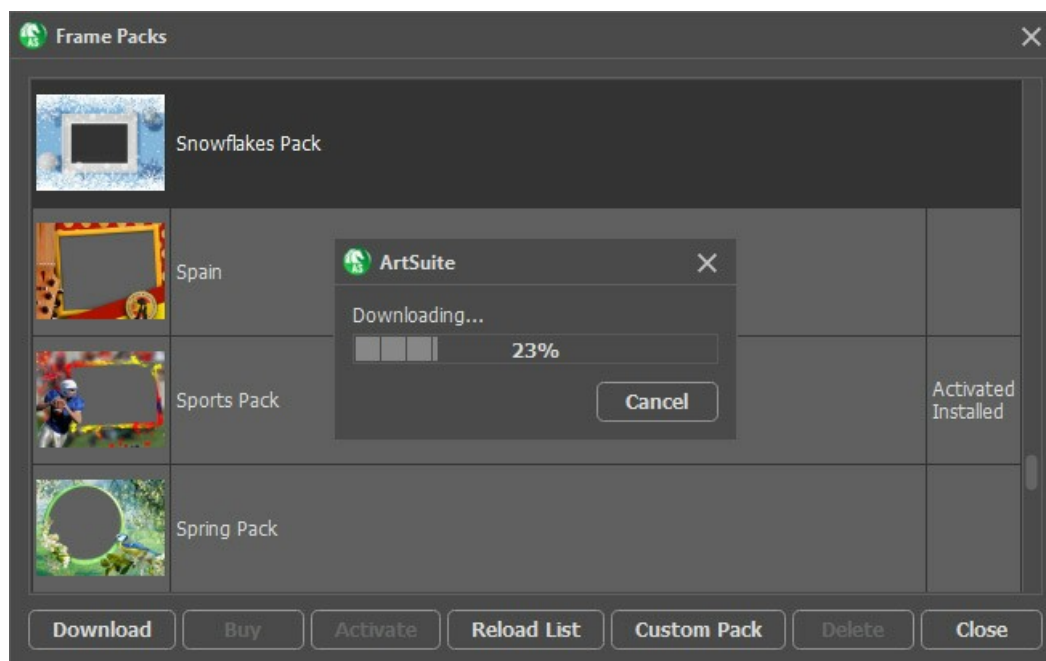
How to Install a Frame Pack Using The Frame Packs Manager

Follow the instructions:

Step 1. Select in the drop-down list: **Frames - Hand Painted Frame**.

Open the **Frame Packs Manager** by clicking the button of the same name.

Step 2. Select a frame pack and click the **Download** button at the bottom of the window. Wait until the pack is loaded.



Step 3. Loaded frames will be accessible only after activation. To get a license key, select a pack and click the **Buy** button or use the link on the pack's page. An online store page will open in the browser, where you can purchase a license for the selected pack. You will get a license key for the pack by email within minutes.

Step 4. Click the **Activate** button at the bottom of the **Frame Pack Manager**. In the opened activation window, enter your name and the serial number (key) for the pack.

Attention! To activate a frame pack, use the pack's serial number, not the program's number! Each pack should be activated with its unique key.

Choose an activation method — by direct connection to the activation server or by email. We recommend registering by direct connection since it is more convenient. To register using this method, your computer must be connected to the Internet.

Snowflakes Pack

ACTIVATION

Customer Name:

Serial Number (Key):

☒ Direct connection to the activation server

☐ Send a request by e-mail

Lost your serial number? [Restore it here.](#)

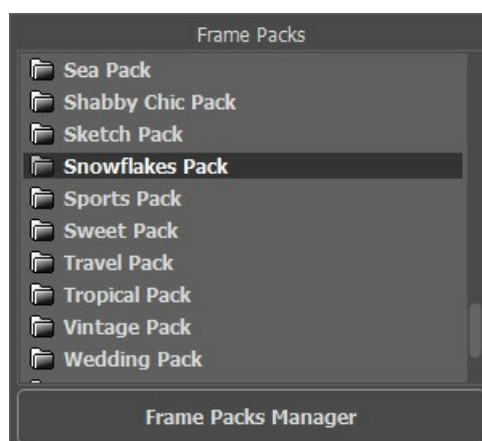
Activation problems? [Contact us.](#)

[Copy HWID.](#)

© 2007-2021 AKVIS. All rights reserved.

Step 5. Click **ACTIVATE**.

Registration is complete! Now all the frame templates in this pack are available for use.



Note: You can also install the frame pack by [downloading the archive](#). Then copy the downloaded **.zip** file **(do not unzip it!)** to a folder selected in ArtSuite's **Preferences**.

By default, this is the AKVIS folder in Users Shared Documents. Where you can find this folder:

in **Windows**: C:\Users\Public\Documents\AKVIS
 in **Mac**: /Users/Shared/AKVIS.

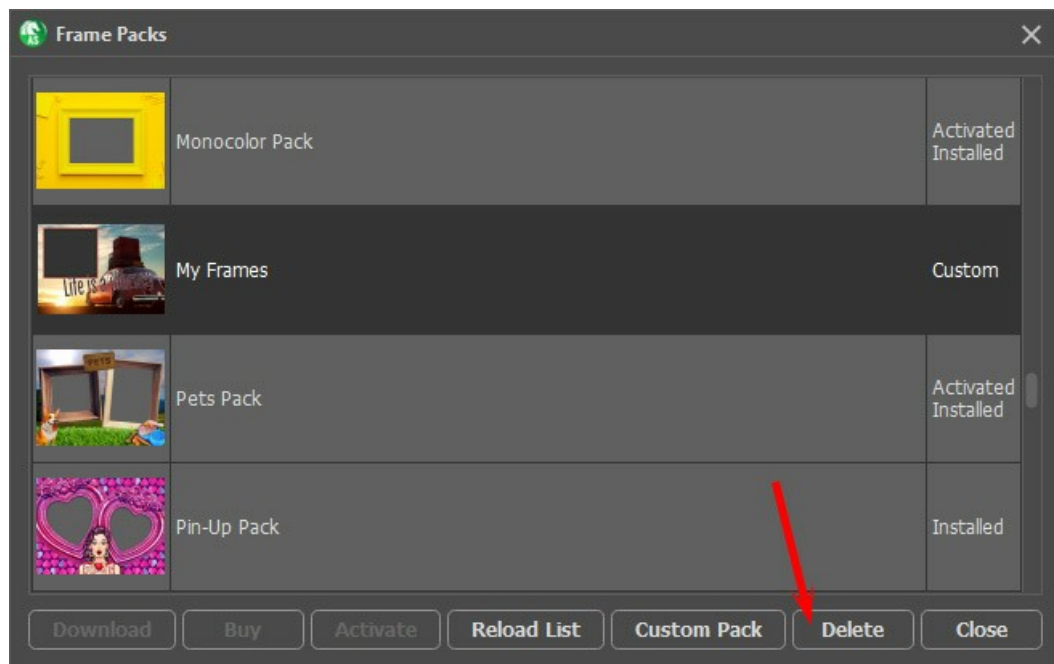
You can choose another folder in the **Preferences**!

How to Delete a Frame Pack in AKVIS ArtSuite

You can delete both AKVIS and custom frame packs.

Step 1. Open the **Frame Packs Manager**.

Step 2. Choose the frame pack in the list and click **Delete**.



CREATING A CUSTOM FRAME PACK

In addition to the [hand painted frames](#) available in the ArtSuite Library and downloadable [themed frame packs](#), you can design your own picture frame collection.

Learn how to make custom frames for **AKVIS ArtSuite** using the **AliveColors** image editor. You can use any program that supports selections and transparency.



Custom Frame

Creating Frames

Step 1. In the **AliveColors** graphics editor, open an image you want to transform into a frame (**File -> Open**).

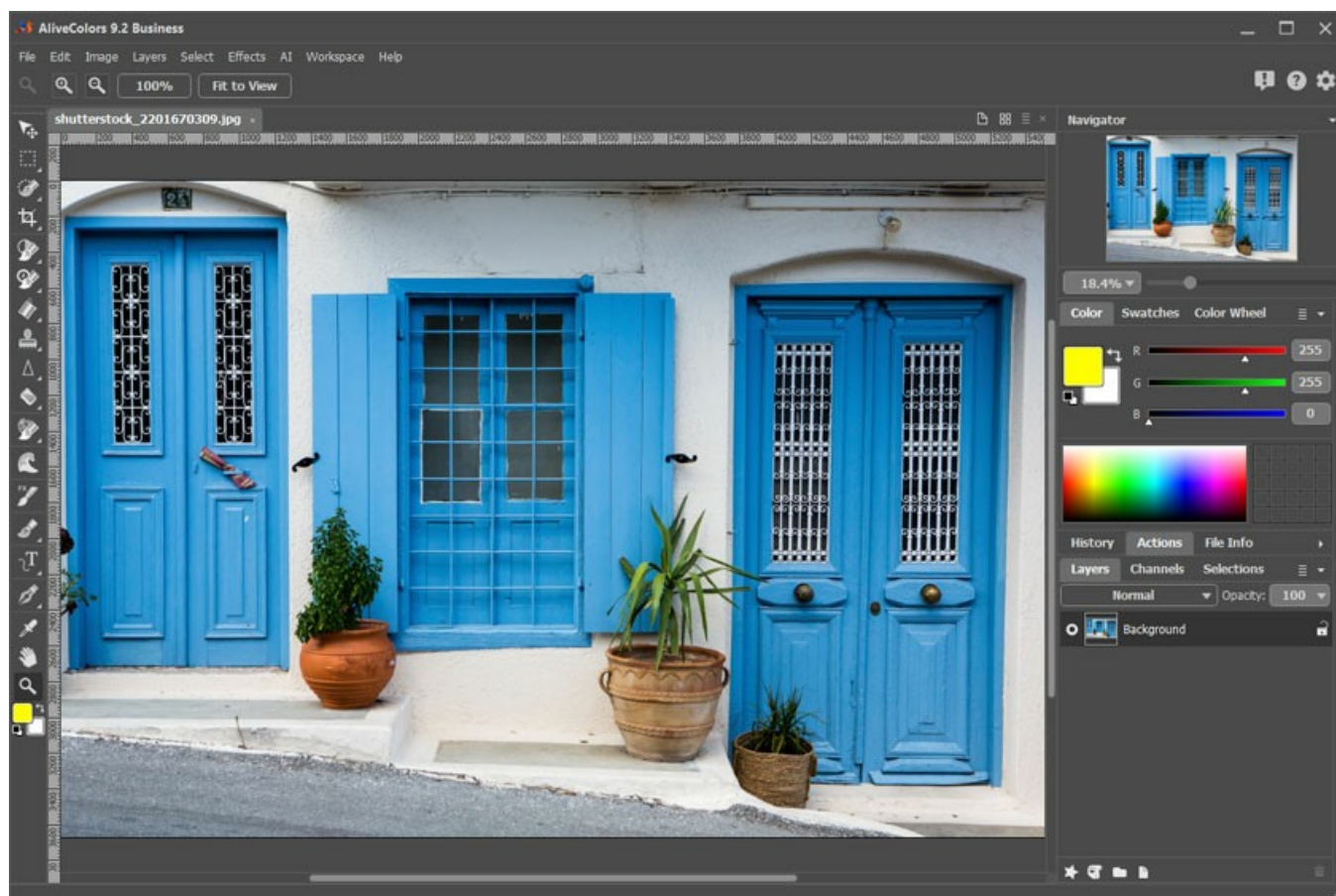

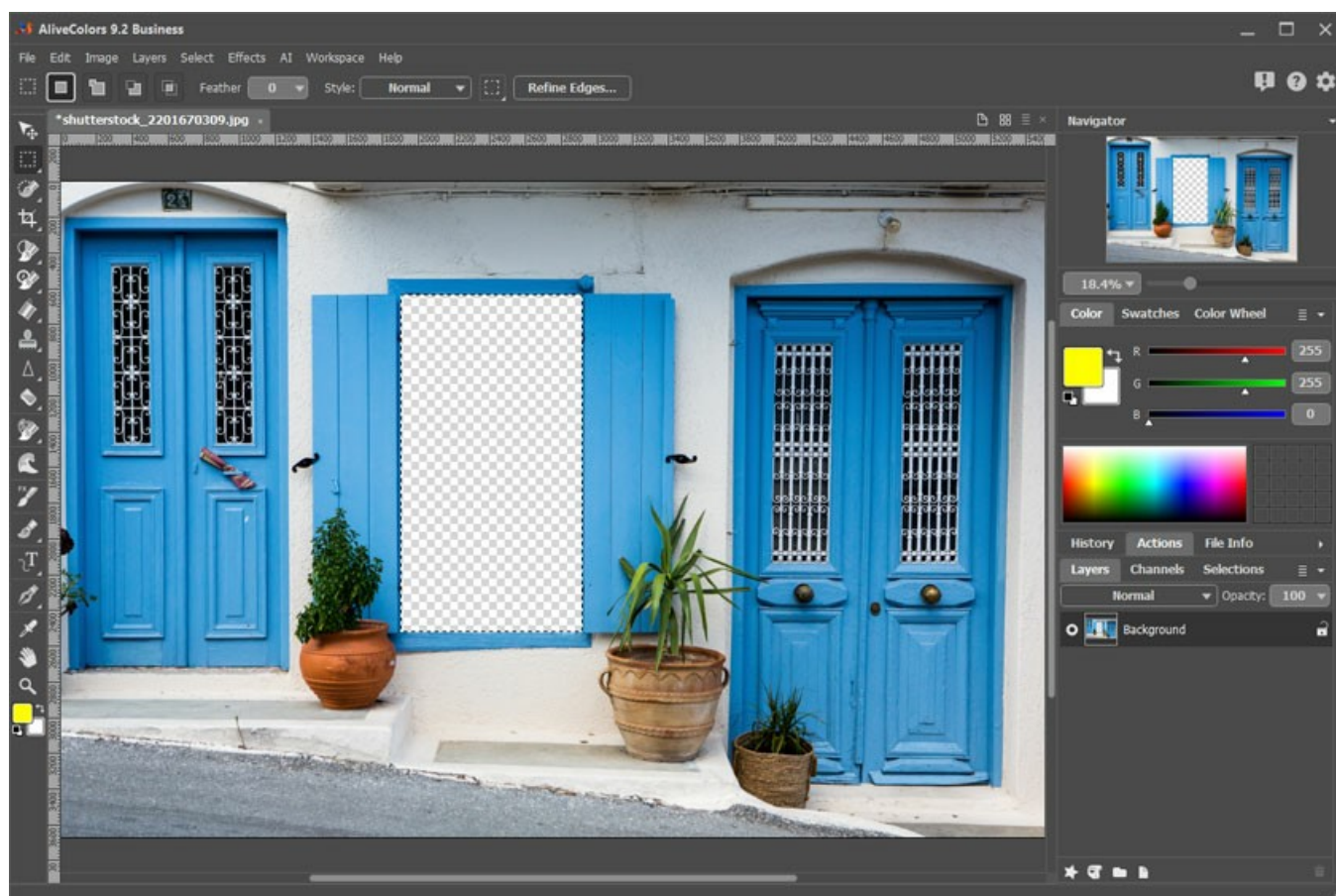



Image in AliveColors

Step 2. Create a hole for a photo in the frame.

Choose one of the selection tools, for example, **Rectangular Selection** , create a selection on the image, and delete the selected area with the **Delete** key or **Edit -> Erase** command.

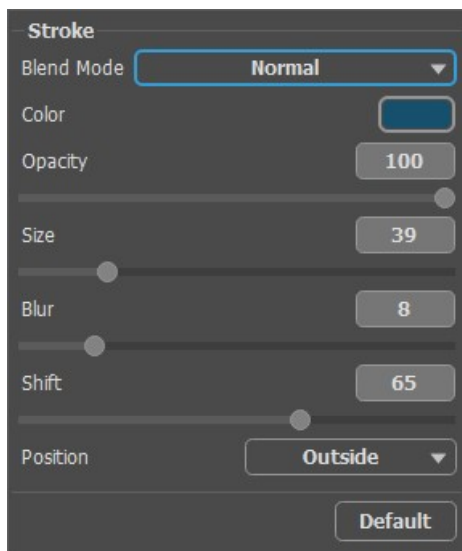


Hole for a Photo

Note: To make multiple holes for several photos in the frame, create new selections in the **Add** mode  and delete all of the fragments.

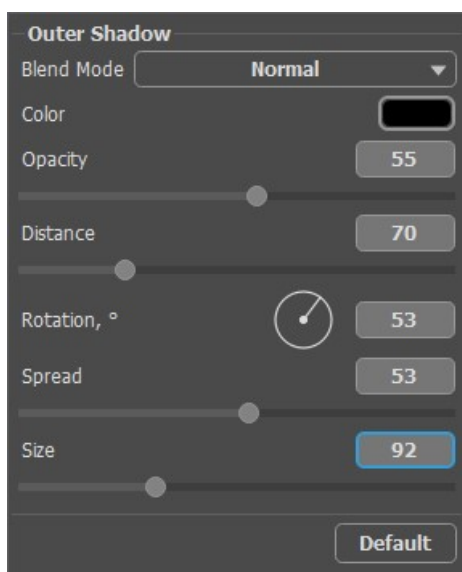
Remove the selection with the command **Select -> Deselect** or by pressing **Ctrl+D**.

Step 3. Draw a colored frame around the hole. To do this, add the **Stroke** layer effect (**Layers -> Layer Effects**) with the following settings:




Stroke Layer Effect

To add a volume, apply the **Outer Shadow** layer effect and adjust its parameters:



Outer Shadow Layer Effect

Step 4. Complement the frame with a suitable inscription using the **Text** tool  and arrange it using the layer effects.



Ready-to-Use Frame

Save the frame into a specially created folder. Select the **PNG** format and make sure that transparency is enabled!

In the same way, design the other frames and save as **PNG** files in that folder.





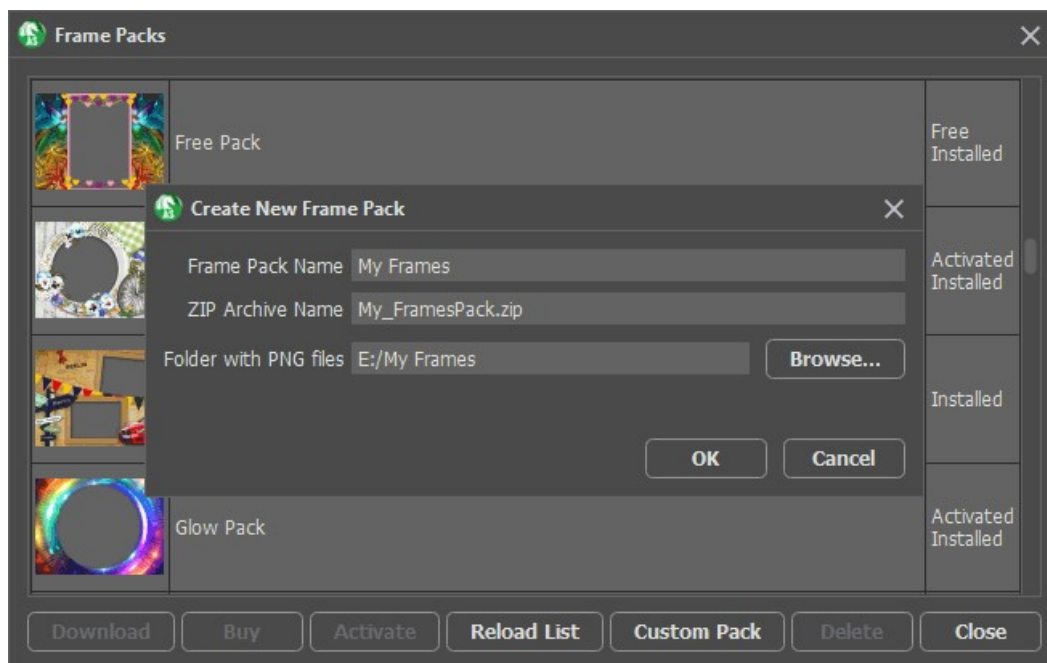
Creating a Pack

Creating and using frame packs is only available in the standalone version of [AKVIS ArtSuite](#) or in the [AKVIS Frames](#) freeware.

Step 5. Run AKVIS ArtSuite.

Choose **Frames -> Hand Painted Frame** and click the **Frame Packs Manager** button. In the window that appears, click the **Custom Pack** button.

In the first field of the dialog box, enter a name for the group of frames, for example, *My Frames*. Then click **Browse...** and choose your new frames folder. Click **OK**.




Creating a Frame Pack

Now you have your own frame collection that is always available for use in the ArtSuite program!


Decorating Photos

Step 6. In the list of the packs, select **My Frames**. One of your new frames will be displayed in the square preview window at the bottom of the Settings Panel. Click to open a list with all the frames in the set. Select the desired frame with a mouse click.

In the Control Panel, click  and select photos to process. The thumbnails of the images are displayed under the main window. The first image will be automatically placed into the frame. Double-click a thumbnail to choose another photo.





Adding Photos

Step 7. Adjust the position of the photo in the frame for the best result. Then start the image processing with  .



Framed Photo

You can save the result using  and print with .

MAKING YOUR OWN FRAMES

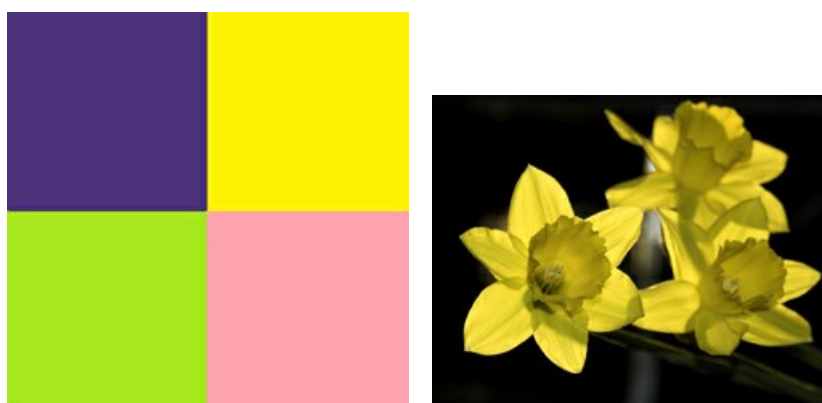
The author of this tutorial is **Irina Vesnina**.

With **AKVIS ArtSuite** you can create your own frames, choosing a classic frame or pattern.




Classic Frame

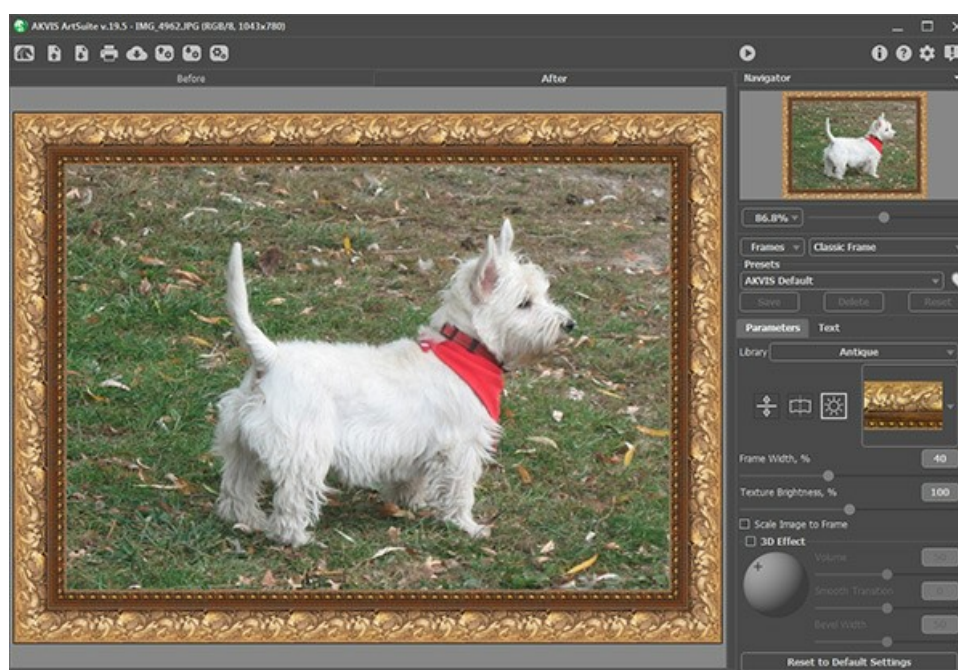
Step 1. Prepare the image you want to use as a frame. A picture of any size, in the **JPEG**, **BMP**, **TIFF** or **PNG** format can be used as a texture. For example, this:



Texture Samples

Step 2. **AKVIS ArtSuite** (standalone). Open an image, from which you want to make a frame, by double clicking in the blank area or pressing  in the **Control Panel**.

Step 3. Select the **Classic Frame** type in the **Settings Panel**.



Original Image in AKVIS ArtSuite

The **Library** contains a rich collection of textures and patterns grouped in sets.

To load your own texture into ArtSuite, select **<Custom>...** in the list.

This will open the dialog to load your own texture.

Step 4. Use the settings to resize, mirror the texture, adjust brightness, or flip the frame vertically to change the frame's appearance.

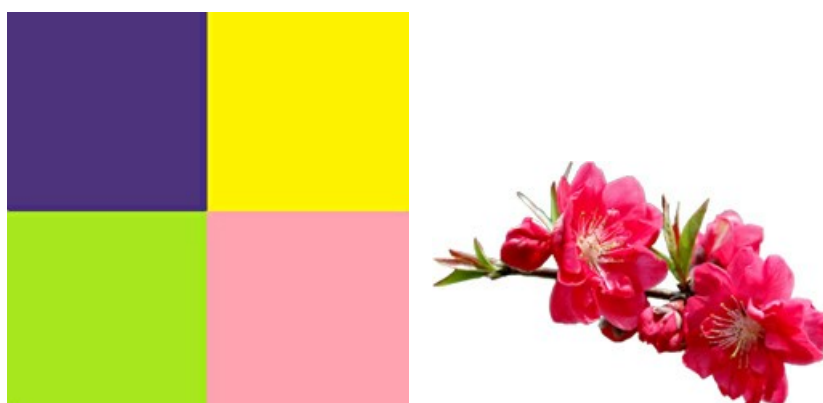
Here is the result:




Frame Variants

Pattern Frame

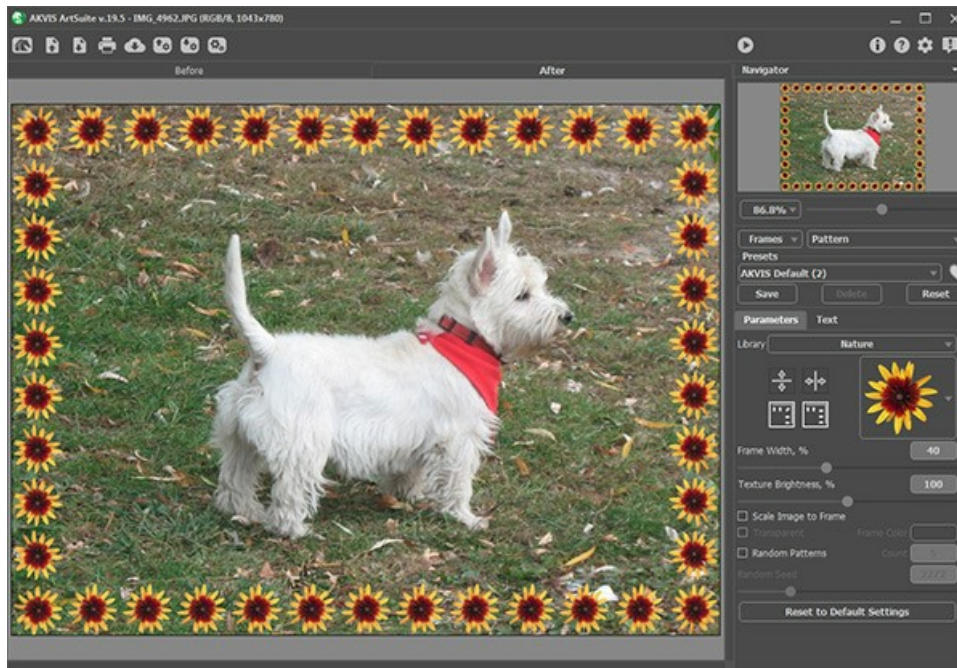
Step 1. Prepare the image which you will use for the frame. For best results, use a square image in the **PNG** format with a transparent background. If you have no such images, you can choose any other, such as:



Texture Samples

Step 2. Start **AKVIS ArtSuite** (standalone). Open the image which you want to use in the frame by double clicking in the blank area or pressing  in the **Control Panel**.

Step 3. Choose the **Pattern** frame type from the **Settings Panel**.



Original Image in AKVIS ArtSuite

To load your own texture into ArtSuite, select **<Custom>...** in the list of the Library.

This will open the dialog to load your own texture.

Step 4. Adjust the settings to rotate the texture, add a frame color, or adjust brightness to change the appearance of the frame.

Here is the result:



Frame Variants

CREATE YOUR OWN ART GALLERY

Art plays an important role in the expression of inner thoughts and beauty in our life. There are so many genius painters in world history. They have presented true masterpieces to the world. But it is impossible to visit all museums and exhibitions.

Using **AKVIS ArtSuite** you can choose your favourite pictures, artists and create your own art gallery.



Art gallery

The author of this tutorial is **Gordon Sisson**. He used **AliveColors**, but you can work with any other photo editor **compatible** with **AKVIS plugins** or the standalone version of **AKVIS ArtSuite**.

So let's start with **Leonardo da Vinci** and his famous painting "**Mona Lisa**".

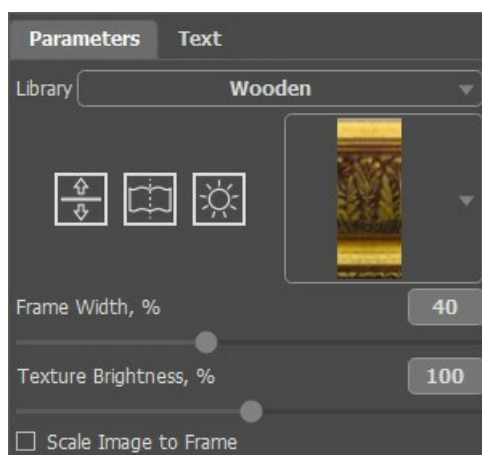
Step 1. Open an image in **AliveColors**.

Step 2. Call the plugin from the main menu of the photo editor **Effects -> AKVIS -> ArtSuite**.


Step 3. Let's choose the frame style from the drop-down menu **Frame** at the **Setting Panel**. The first will be the **Classic** style.

Step 4. Select a group in the **Library**, click the texture, and choose the appropriate pattern.

Step 5. Adjust the parameters of the frame.



The result will be shown in the **After** tab.

Step 6. Press the  button to apply the result and close the plugin window.



Here is the same picture, but we have changed the texture.

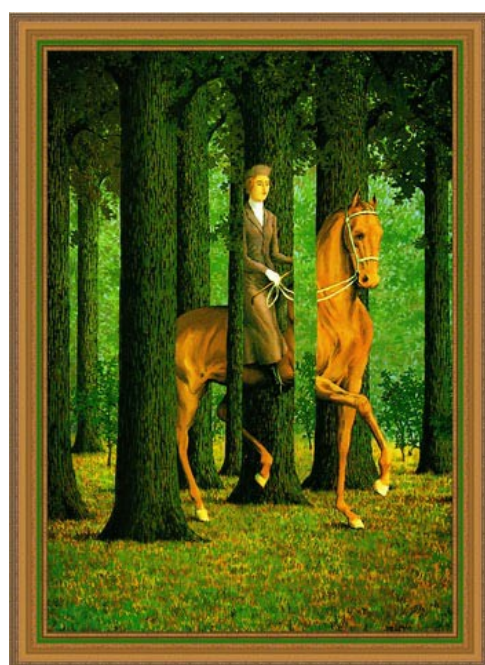
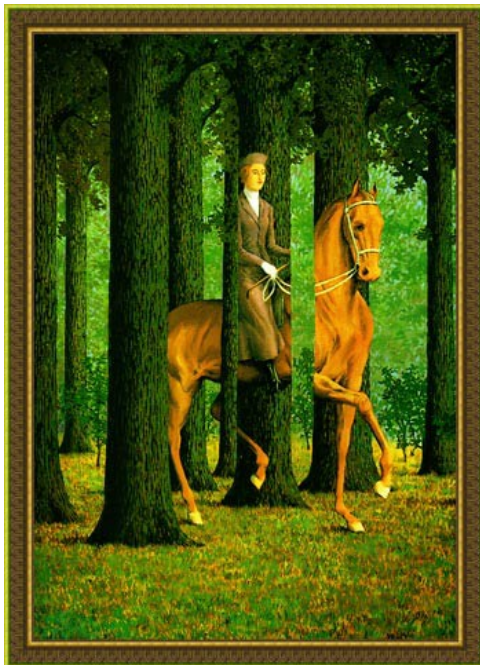


Let's take **Edgar Degas "Dancers in Blue"**. This painting is calling us to dance with these ballet-dancers.

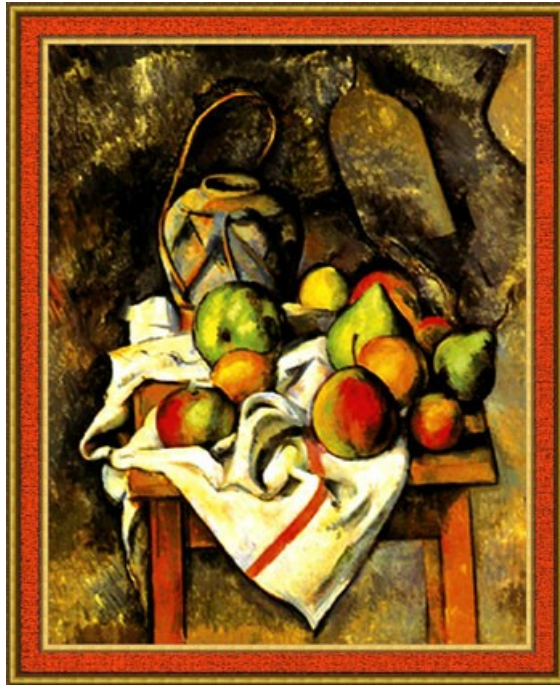
Here are the variantes of the frames:



The next painting is **Rene Magritte "The Blank Signature"** that brings us to the world of absurdity and muddle. Let's try to frame his painting in different frames and then choose the most suitable one.



Here is **Paul Cezanne's "Ginger Jar and Fruit"**. This painting is worth framing too.



And the last but not at least is **Georgia O'Keeffe's "Bella Donna"**.

Here is another choice of a classic frame from the texture library:

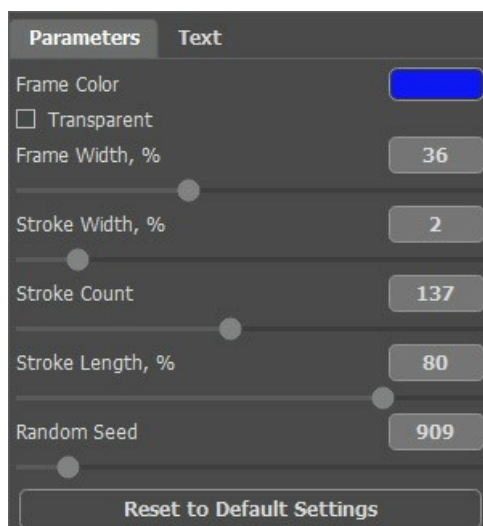


Let's try to use another style of the frame with **"Bella Donna"**:

Step 1. Let's increase the canvas size. Call from the main menu of AliveColors **Image -> Canvas Size**, set the values of the parameters and save them.

Step 2. Call the plugin **AKVIS ArtSuite** from the main menu of the photo editor.

Step 3. We choose **Strokes** frame for this painting but you can choose any other frame from the drop-down menu **Frame** and set the values of the parameters as shown below.



Step 4. Apply the result and close the plugin window.

Here is the result:



You can try other frames.

There are enough styles, colors and frame types to experiment. Have fun!

CHANGE SEASONS

This tutorial was based on the methods used by **Andrew Blazhin**, who was a winner in our New Year 2009 photo-editing competition, for his photo in the Category "4 Seasons".



Seasons

Click an image to see a larger version in a new window

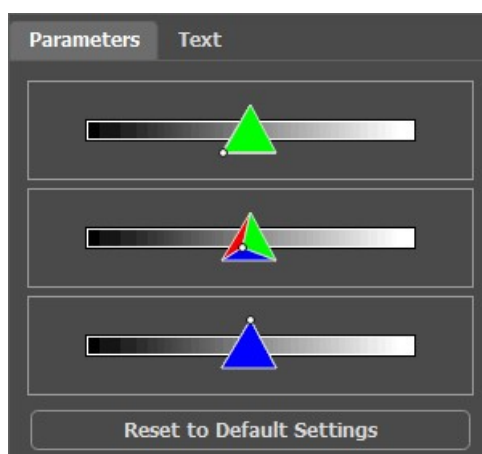
All work was done in **AliveColors** using the **AKVIS ArtSuite** and **AKVIS Decorator** plugins.


Step 1. Open the image in the photo editor.



Step 2. Here is a picture of summer. We will use it to represent the other seasons too. Let's start with autumn. A characteristic of autumn is yellowed vegetation, so let's begin the change there. To begin call the **AKVIS ArtSuite** plug-in (in the menu select **Effects -> AKVIS -> ArtSuite**).

On the **Settings Panel** we will choose the effect **Channel Mixer** and adjust its settings.

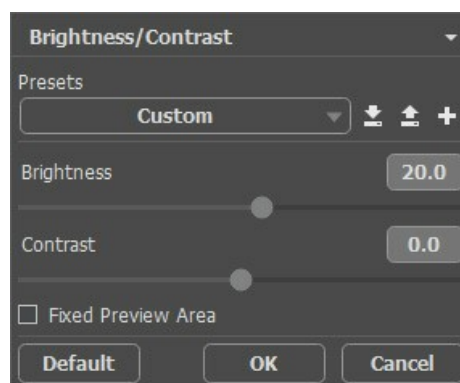


Click  to make the changes.

Here is the result:



Step 3. The image looks gloomy. We will brighten it up with one of the standard features of AliveColors. In the main menu select **Image -> Adjustment -> Brightness/Contrast** and increase the amount of **Brightness**.



Click **OK** to apply the change.

Here is autumn:

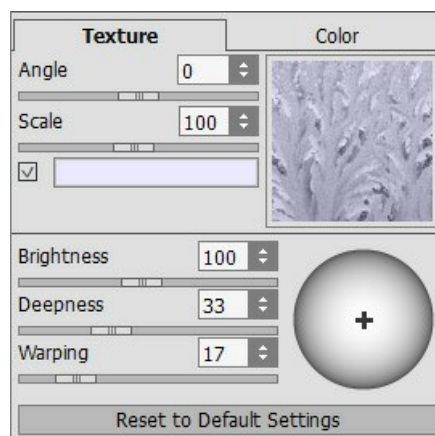



Step 4. After fall, of course, is winter. But what is missing here? Snow. We will give the mountains a frosty appearance by applying an ice texture with the **AKVIS Decorator plug-in**.


First use the **Quick Selection**  to select the mountains.



Call the **AKVIS Decorator** plug-in (**Effects -> AKVIS -> Decorator**). In the texture **Library** we will find a suitable texture and adjust it to our liking. For example:



Start the process of applying the texture by pressing the  button. The result will be shown in the **After** tab.

To accept the result and return to the photo editor, press the  button.

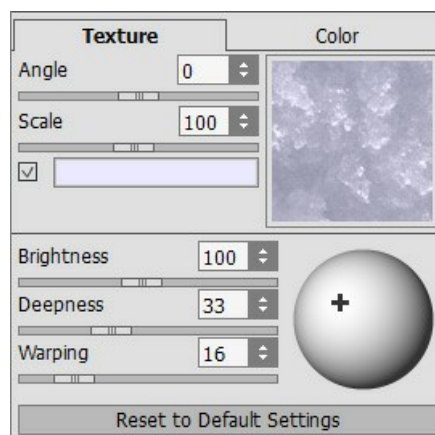


The mountains are encased in frost.

Step 5. Let's continue. Now select the ground and the house.




Once again we will call the **AKVIS Decorator** plug-in. This time we choose a different texture and adjust the parameters.




Start the texture application process. Apply the result and return to the photo editor.



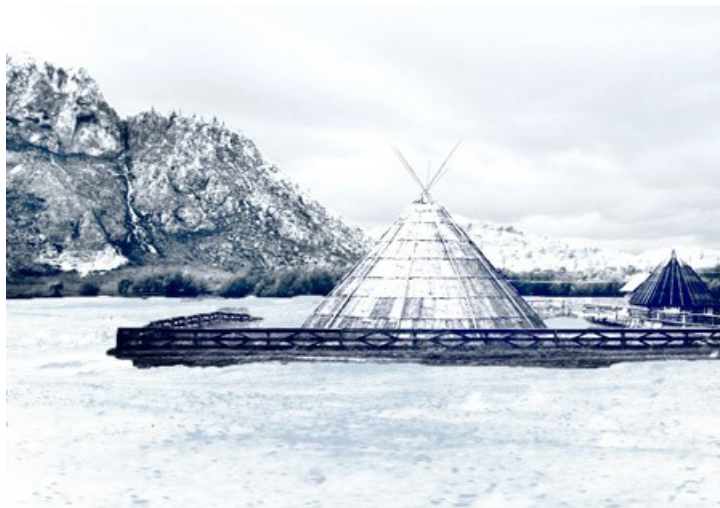
Step 6. We will try to cover the grass with snow. We select the desired area with the **Quick Selection**  as before. Then in the editor's main menu we click **Image -> Adjustment -> Curves** and in the window that appears, we choose **High Key** preset.

Click **OK** to apply the effect.



Step 7. Let's return to the mountains. We will brighten them, as well as the home and fence, thereby reducing contrast and making a great realistic portrait. To do this we used the **Lighten** tool  in AliveColors.

A few simple steps and we have winter:



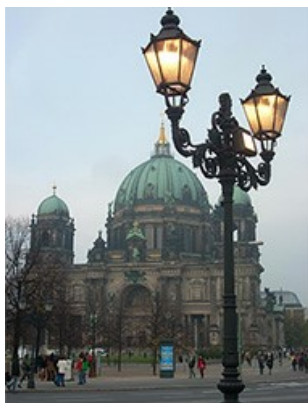
BERLIN CATHEDRAL: RETRO POSTCARD

The author of this tutorial is **Valentina Aynagos**.

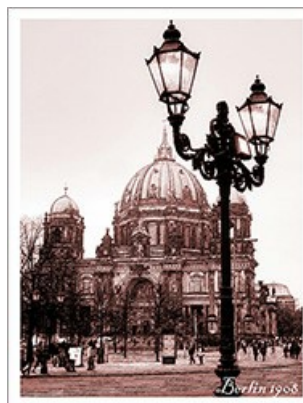
Berlin is one of the most exciting Europe metropolises. I'm never bored of walking on the streets of this city, where modern and high-tech architectural buildings are neighbors with impressive XIX century cathedrals and palaces representing the glory of the imperial Prussia.

I took this photo of the Berlin Cathedral on a gloomy November day. I found the composition good enough to make a postcard out of it to share with my friends back at home. This cathedral was built in 1894, so I wondered how it could look on postcards at the end of the XIX century. So I also created a "retro" version of my postcard.

I used **AliveColors** and the plugin versions of **AKVIS Sketch** and **AKVIS ArtSuite**.



Original Image



Result

Step 1. Open the photo in your photo editor.



Photo of the Berlin Cathedral

Step 2. My digital camera is rather simple and the photos do not always come out well. So I adjusted it with the command **Image -> Adjustment -> Curves**. If you have a good photo you do not need to do this step.

Step 3. Then I called the **AKVIS Sketch** plugin: **Effects -> AKVIS -> Sketch**.

Step 4. I adjusted the parameters as follows:

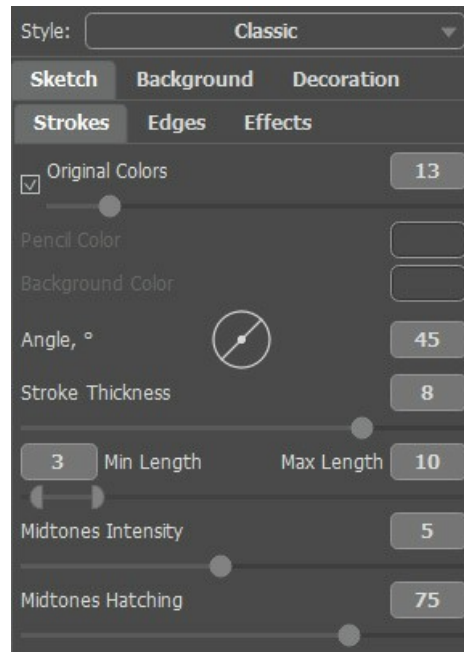




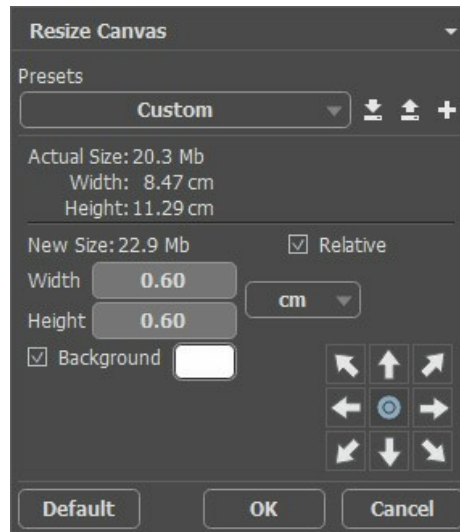
Photo-to-Sketch Settings

and clicked on the button  to process the whole image, then clicked on the button  to apply the result and close the plugin.



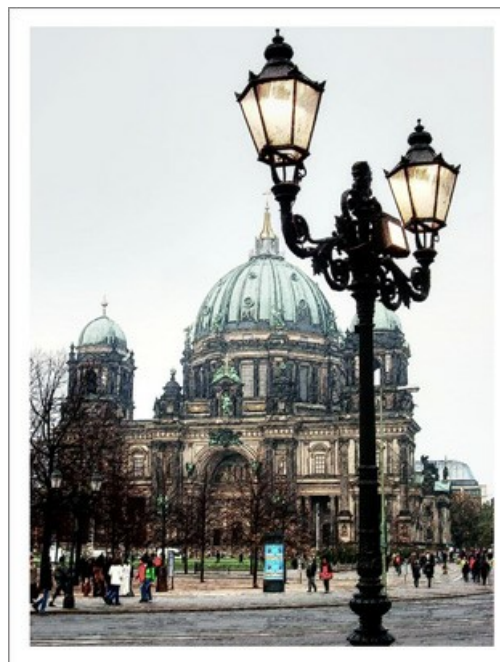
Pencil Sketch from the Photo

Step 5. I increased the size of the canvas on 0,6 cm with the command **Image -> Canvas Size** to add a simple frame to the image, so that it looks like a postcard.



Canvas Size dialog box

Here is the result:

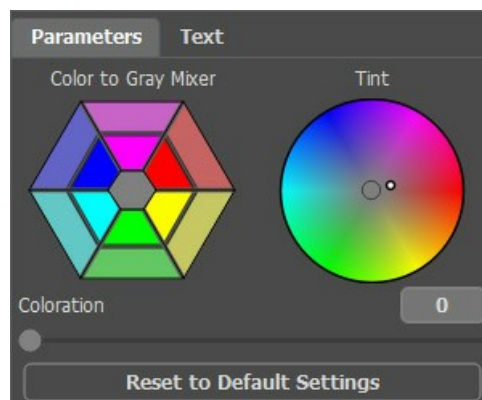


Put the Sketch Image into a Frame


Step 6. I wanted to create a retro version of my postcard, say, Berlin in 1908, for example. For this purpose I used **AKVIS ArtSuite: Effects -> AKVIS -> ArtSuite**.

I selected **Effects** in the drop-down menu and the effect **Black and White**. Then I moved the point on the circle to the right to add a red cast to the photo to imitate the sepia technique. I also slightly moved the red control on **Color to Gray Mixer** to lighten the tones.

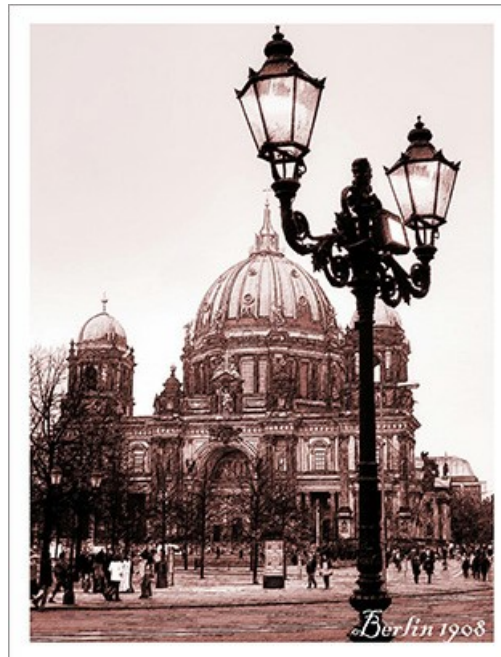
Hint: Use the **Autorun**-mode in the program **Preferences**  (this mode is active by default) to observe the changes at once. It will save you time when picking out the tone. Otherwise you will have to press  each time.



Sepia Effect

Step 7. Press the button  to apply the result and close the plugin.

I also added an inscription "**Berlin 1908**". Well, the photo was taken some 100 years later, but I hope, the Berliners will forgive me this little liberty.



Old Postcard

AKVIS PROGRAMS

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

AKVIS AirBrush automatically transforms a photograph into a work of art which looks like made with a special airbrush tool that sprays paints or inks. The software works as an artistic filter creating stylish colorful airbrush designs from images using chosen settings of photo-to-painting conversion. [More...](#)



[AKVIS Artifact Remover AI — JPEG-Compressed Image Restoration](#)

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



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

AKVIS ArtSuite is an impressive collection of versatile frames and effects for photos. ArtSuite contains many templates and texture samples that can be used to create a virtually limitless variety of options for generating frames. Decorate a photo to give it an original and festive look! [More...](#)



AKVIS ArtWork — Collection of Painting & Drawing Techniques

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



AKVIS Chameleon — Photo Collage Creation

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



[AKVIS Charcoal — Turn Photos into Charcoal & Chalk Drawings](#)

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



[AKVIS Coloriage AI — Add Color to Black and White Photos](#)

AKVIS Coloriage AI allows colorizing B&W photos. The program includes an AI-powered image colorization mode based on machine learning, as well as the classic method of manual coloring using zone selection. Breathe new life into your old family photographs! [More...](#)



[AKVIS Decorator — Resurface and Recolor](#)

AKVIS Decorator lets you change the surface of an object in a realistic manner. The program puts on a texture keeping the volume of an object, following its folds and creases. The new pattern looks absolutely natural and makes you see things differently. Recoloring is also made easy. [More...](#)



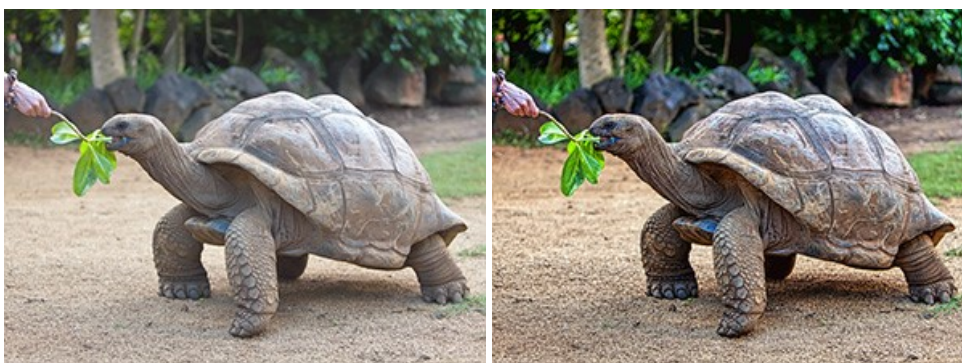
AKVIS Draw — Hand-made Pencil Drawing Effect

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



AKVIS Enhancer — Bring Detail To Your Pictures

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



AKVIS Explosion — Fabulous Particle Explosion Effects

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



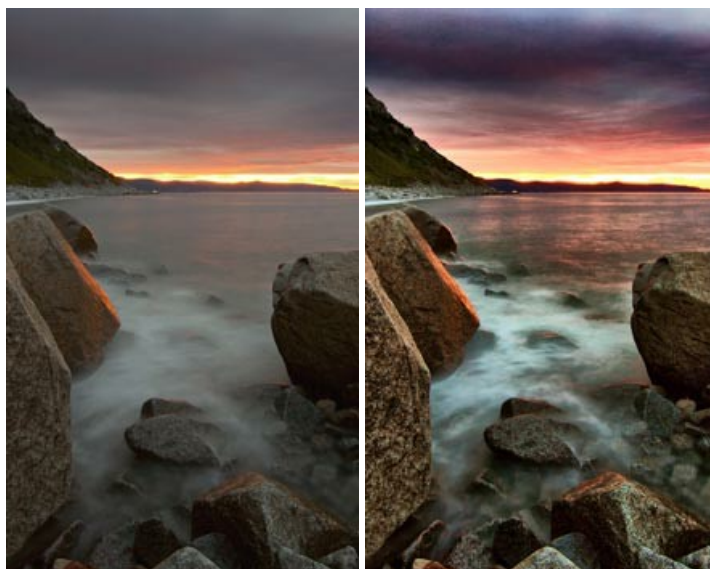
[AKVIS Frames — Decorate Your Photos with Frames](#)

AKVIS Frames is a free program designed for working with the [AKVIS frame packs](#)



[AKVIS HDRFactory — High Dynamic Range Images: Brighter than Reality!](#)

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



[AKVIS Inspire AI — Artistic Stylization of Images](#)

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



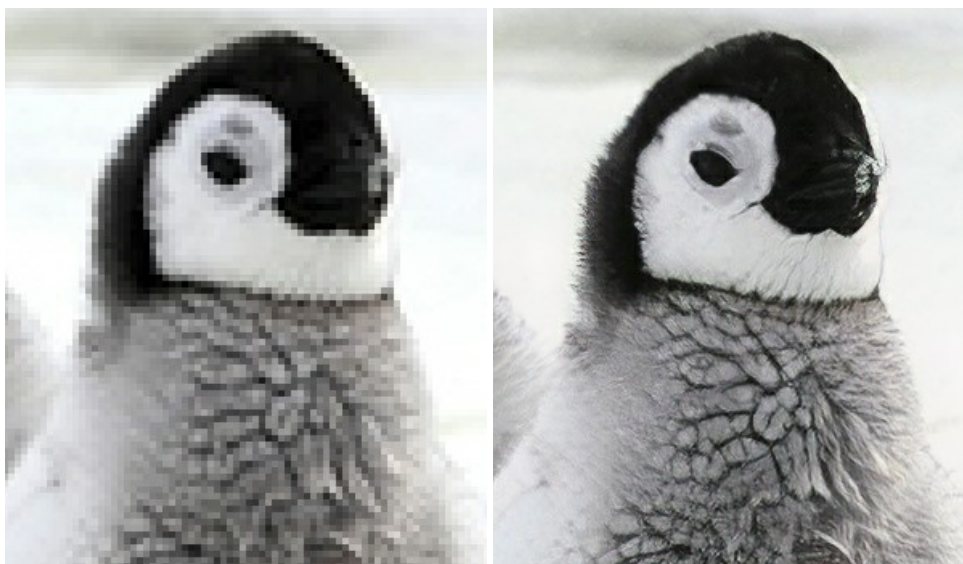
AKVIS LightShop — Light and Star Effects

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



AKVIS Magnifier AI — Enlarge Images & Enhance Quality

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



AKVIS MakeUp — Retouch Your Portrait Photos!

AKVIS MakeUp improves your portraits giving them a professional look. The software retouches facial imperfections making your skin radiant, beautiful, pure and even. The program adds glamour to your pictures and creates a high key effect. Look your best in every photo with AKVIS MakeUp! [More...](#)



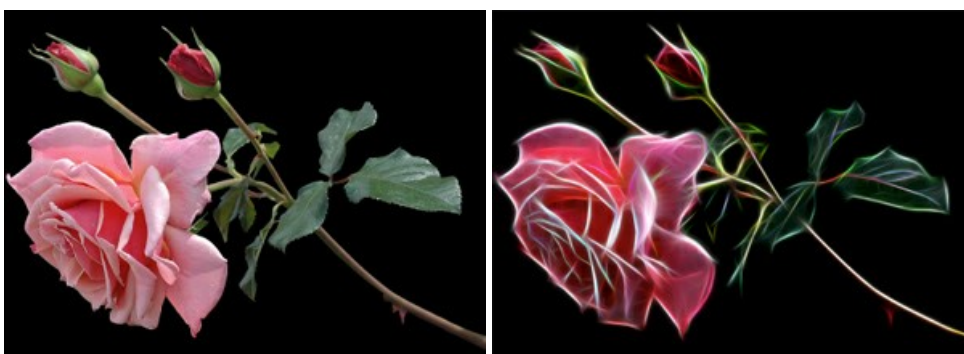
AKVIS NatureArt — Bring Nature to Your Photos

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



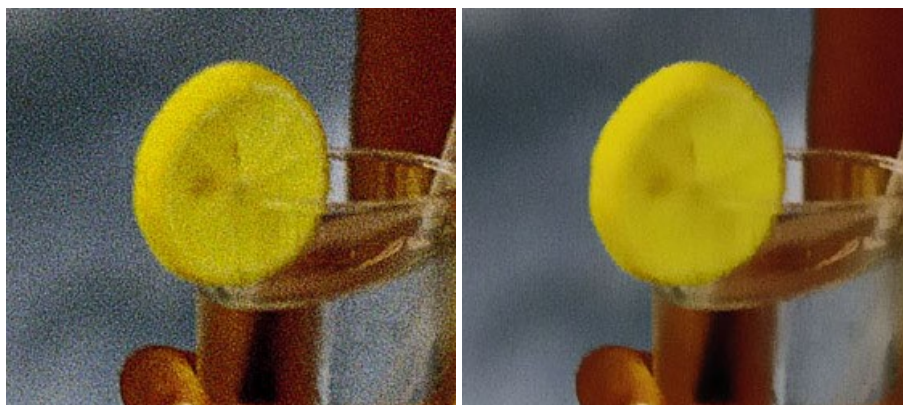
AKVIS Neon — Glowing Drawings from Photos

AKVIS Neon lets you create amazing glowing lines effects. The software transforms a photo into a neon image that looks like drawn with luminescent ink. [More...](#)



[AKVIS Noise Buster AI — Digital Noise Reduction](#)

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



[AKVIS OilPaint — Oil Painting Effect for Your Photos](#)

AKVIS OilPaint turns your photos into oil paintings. The mysterious production of a painting happens right before your eyes. The unique algorithm authentically reproduces the technique of the real brush. With this cutting-edge software you can become a painter! [More...](#)



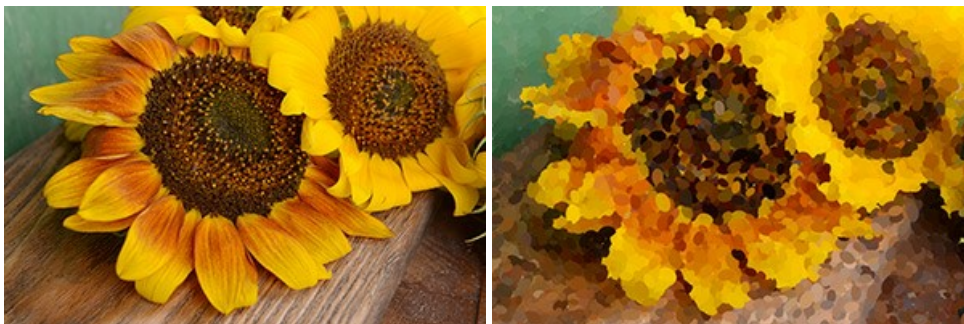
[AKVIS Pastel — Turn Photos into Pastel Paintings](#)

AKVIS Pastel turns your photos into pastel paintings. The program converts your photo into a lifelike digital art imitating one of the most popular artistic techniques. AKVIS Pastel is a powerful tool to unleash your creativity! [More...](#)



[AKVIS Points — Apply Pointillism Effect to Your Photos](#)

AKVIS Points lets you transform your photos into paintings using one of the most exciting artistic techniques - pointillism. With the software you can easily create gorgeous works of art in a pointillist manner. Discover the world of bright colors! [More...](#)



AKVIS Refocus AI — Focus Improvement & Blur Effects

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



AKVIS Retoucher — Image Restoration Software

AKVIS Retoucher is an efficient program for photo restoration and photo retouching. The software removes dust, scratches, stains, and other defects that appear on damaged photos. It intelligently reconstructs the missing parts of the photo using the information of the surrounding areas. [More...](#)



AKVIS Sketch — Turn Your Photos into Pencil Sketches

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



[AKVIS SmartMask AI — Selection Made Easy](#)

AKVIS SmartMask AI is an efficient selection tool that saves time and is fun to use. Equipped with artificial intelligence tools, the program is the most convenient and fastest way to mask objects in an image. The software considerably increases your productivity. You will be freed from boring work and will have more room for creativity and realization of your ideas. [More...](#)



[AKVIS Watercolor — Aquarelle Art from Photos](#)

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

