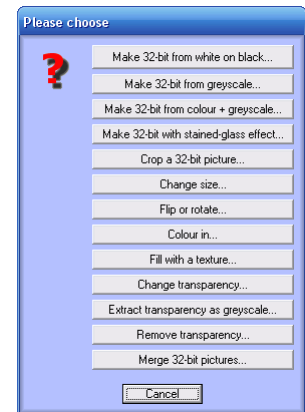


# myriaCross editor – lesson 21 : 32-Bit Picture Tools

## Preamble

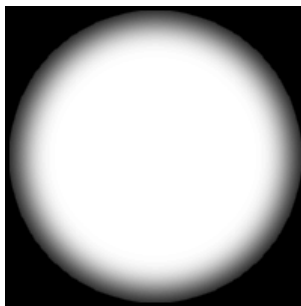
32-bit RGBA pictures handle colour as red, green and blue plus transparency information as alpha for every pixel :



Since version 1.57, *myriaCross editor* allows inserting them as transparent charm objects. Some tools were added to help you manage such pictures. Get these tools from menu *Tools / More / 32-bit picture tools*.

## Tool 1 – Make 32-bit from greyscale

Choose a picture (1- to 32-bit without alpha) then a gradient colour mask. This tool will first convert the picture to greyscale. This greyscale picture defines the transparency information for every pixel : black means fully transparent, white means fully opaque, greys are partially transparent. Colours will be defined using the mask. Result will be saved as a 32-bit picture.



*Grey picture*



*Colour mask*



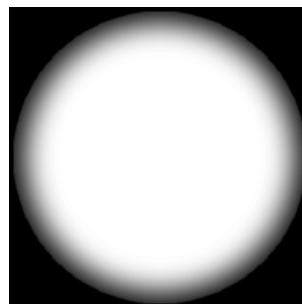
*32-bit picture*

## Tool 2 – Make 32-bit from colour + greyscale

First choose a colour picture (1- to 32-bit without alpha). Next choose a greyscale picture (typically 4- or 8-bit). This tool will convert it to greyscale and resize it before using it. This greyscale picture defines the transparency information for every pixel : black means fully transparent, white means fully opaque, greys are partially transparent. Result will be saved as a 32-bit picture.



*Colour picture*



*Greyscale picture*



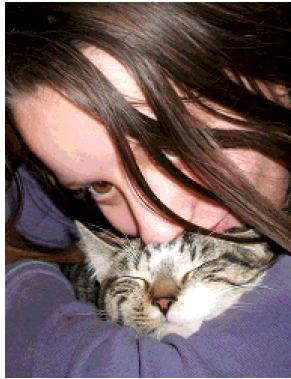
*32-bit picture*

Rather than selecting a greyscale picture, you can also use colour picture pixels brightness as transparency information ; this brightness can also be stretched to get a higher contrast.

## myriaCross editor – lesson 21 : 32-Bit Picture Tools

### Tool 3 – Make 32-bit with stained-glass effect

Choose a colour picture (1- to 32-bit without alpha) then a transparency level. This tool will find edges using the Sobel edge detector, widen them and convert them to greyscale. Edges will be fully opaque and blended with colour pixels. Other pixels will get the specified transparency. Result will be saved as a 32-bit picture.



*Source picture*



*Transparency 50%*



*Transparency 75%*

### Tool 4 – Crop a 32-bit picture

Choose a 32-bit colour picture. This tool will remove all fully transparent rows and columns around. Result will be saved as a 32-bit picture.



*Source picture*



*Target picture*

### Tool 5 – Merge 32-bit pictures

Choose two 32-bit colour pictures. This tool will crop them on demand (none, first, second or both), center the second picture over the first one then compute and save to a new 32-bit picture.



*Source picture 1*



*Source picture 2*

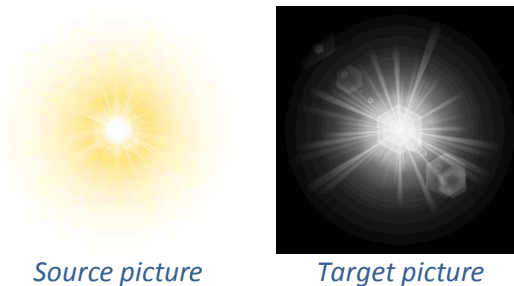


*Target picture*

## myriaCross editor – lesson 21 : 32-Bit Picture Tools

### Tool 6 – Extract transparency as greyscale

Choose a 32-bit colour picture. This tool will create a greyscale picture with alpha translated to grey. Result will be saved as a 8-bit picture.



### Tool 7 – Remove transparency

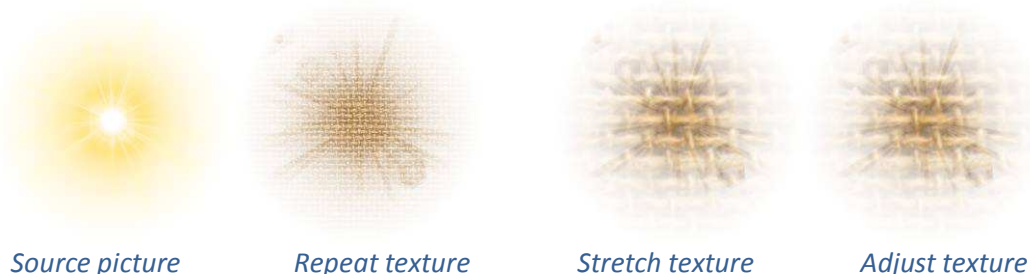
Choose a 32-bit colour picture then a background colour. This tool will blend pixels with this background. You can also clear the transparency. Result will be saved as a 24-bit picture.



**⚠** Clearing transparency also changes fully transparent pixels to black. Making 32-bit from *cleared transparency + extracted transparency* gives a clone of original 32-bit picture ; this allows you to edit colours and transparency separately.

### Tool 8 – Fill with a texture

First choose a 32-bit colour picture. Next choose a texture picture and a sizing method (repeat, stretch or adjust). This tool will resize the texture then change all source picture pixels to the texture pixels while preserving their transparency. Result will be saved as a 32-bit picture.



Texture sizing methods :

*Repeat* : tiles the texture to cover whole source picture while preserving its scale

*Stretch* : stretches the texture to cover whole source picture

*Adjust* : scales the texture to cover whole source picture while preserving its aspect ratio

## myriaCross editor – lesson 21 : 32-Bit Picture Tools

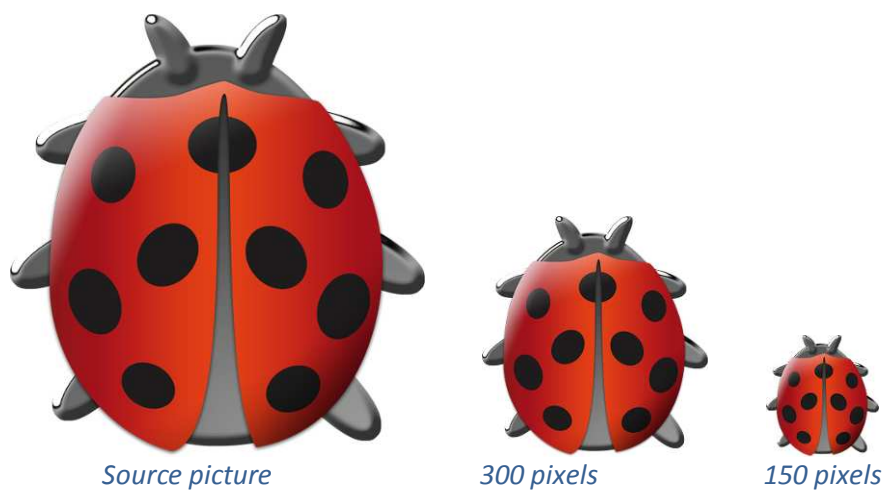
### Tool 9 – Colour in

Choose a 32-bit colour picture then a colour. This tool will apply shades of this colour to all pixels while preserving transparency. Result will be saved as a 32-bit picture.



### Tool 10 – Change size

Choose a 32-bit colour picture, measurement units (centimeters or inches) then a new size. This tool will accurately resize the picture while preserving transparency. Result will be saved as a 32-bit picture.



### Tool 11 – Flip or rotate

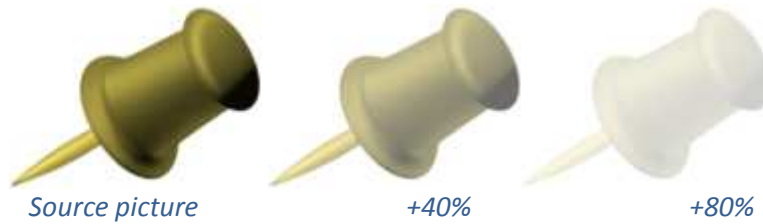
Choose a 32-bit colour picture then either to flip or rotate it. Result will be saved as a 32-bit picture.



## myriaCross editor – lesson 21 : 32-Bit Picture Tools

### Tool 12 – Change transparency

Choose a 32-bit colour picture then the percentage of transparency change. Result will be saved as a 32-bit picture.



### Tool 13 – Make 32-bit from white on black

Choose a picture (1- to 32-bit without alpha), a creation method then a gradient colour mask. This tool will first convert the picture to black and white. Partially transparent pixels will be added around edges. Colours will be defined using the mask. Result will be saved as a 32-bit picture.



### Tool 14 – Make charm

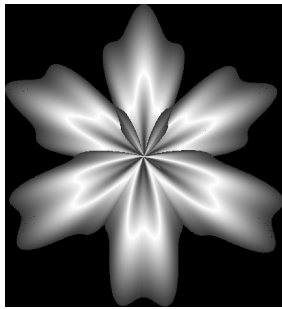
Choose a 32-bit picture then the minimum transparency threshold. This tool will blend all pixels with black then change pixels with transparency below the threshold to magenta. Result will be saved as a 24-bit picture that can be used to define a charm.



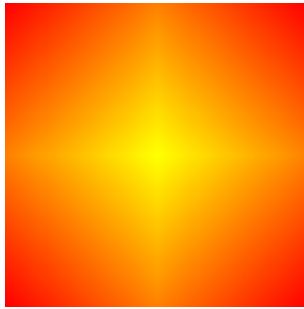
## myriaCross editor – lesson 21 : 32-Bit Picture Tools

### Tool 15 – Make 32-bit from greyscale + emboss

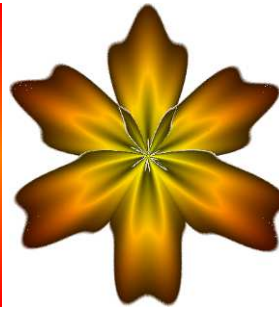
Choose a picture (1- to 32-bit without alpha), the range of dark grey to use as transparency, the smoothing ratio then a gradient colour mask or a texture. This tool will first convert the picture to greyscale. Specified range of dark grey pixels will become transparent. Colours will be defined using the mask or texture and darkened according to the grey levels with the specified amount of smoothing. Result will be saved as a 32-bit picture.



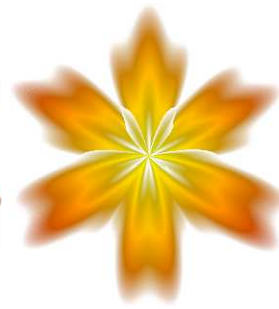
Grey picture



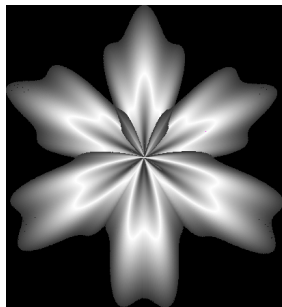
Colour mask



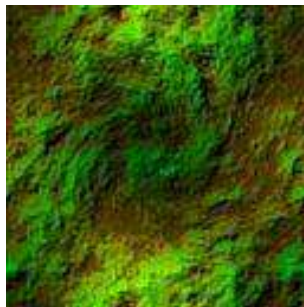
Tr. 5%, no smoothing.



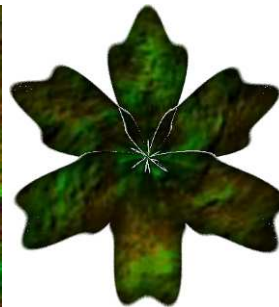
Tr. 50%, sm. 50%



Grey picture



Texture



Tr. 5%, no smoothing.



Tr. 50%, sm. 50%



Make from greyscale

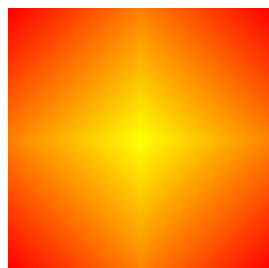
⚠ This tool is more suitable than Tool 1 – *Make 32-bit from greyscale* when you want to create embossed shapes. Specifying up to 10% of darkest greys for transparency produces realistic pictures while specifying 25, 50 or 100% produces pictures with special effects. Obviously, setting the smoothing ratio to more than 0% produces a less sharp embossing effect.

### Tool 16 – Make 32-bit from white on black + emboss

Choose a picture (1- to 32-bit without alpha). This tool will first convert the picture to black and white then add partially transparent pixels around white areas. Tool 15 – *Make 32-bit from greyscale + emboss* will then be called. Result will be saved as a 32-bit picture.



Source picture



Colour mask



Without shadow



With shadow

## myriaCross editor – lesson 21 : 32-Bit Picture Tools

### Conclusion

These tools can help you create realistic pictures or adjust existing ones. Use such pictures to define charm libraries for use in your patterns or scrapbook projects.

Version	Changes
1.57	Introduced tools 1 to 11
1.58	Enhanced tool 3 – <i>Make 32-bit with stained-glass effect</i> → Set transparency Enhanced tool 7 – <i>Remove transparency</i> → ability to clear it Added tool 12 – <i>Change transparency</i> Added tool 13 – <i>Make 32-bit from white on black</i> Added tool 14 – <i>Make charm</i> Added tool 15 – <i>Make 32-bit from greyscale + emboss</i> Added tool 16 – <i>Make 32-bit from white on black + emboss</i>
1.59	Corrected tool 9 – <i>Colour in</i> → possible crash
1.60	Corrected tool 15 – <i>Make 32-bit from greyscale + emboss</i> → possible crash
1.61	Enhanced tool 2 – <i>Make 32-bit from colour + greyscale</i> → added brightness mask and brightness mask with contrast options Enhanced tool 16 – <i>Make 32-bit from white on black + emboss</i> → better quality when setting a shadow