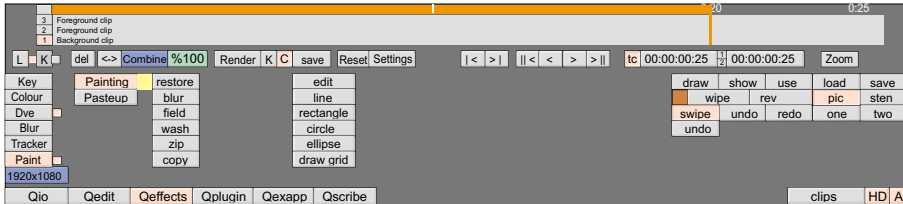


The Paint Process

The Paint Menu

The Paint process can be used on each layer in turn. Selecting the *Paint* menu will display the functions that are available. The menu area at the bottom of the screen displays the painting, stencil and cutout menus while the desktop provides an image working area to allow frames to be painted or retouched.



Buying and Selling Frames

When a clip layer is processed using the *Paint* menu each frame is held (ie bought) in a buffer so that it can be painted, retouched or modified as a still. Each frame can be processed then sold back to the clip. This simple mechanism allows clips to be retouched or painted frame by frame in a quick and efficient manner.

The buying and selling processes are controlled by the hand unit buttons or by the keyboard. The Buy function (ie button 2 or the <Insert>/<Page Up> key) is used to copy the current frame of the clip to the desktop (or canvas) for processing. The Sell function (ie button 4 or the <End> key) is used to transfer the desktop image back to the currently selected position in the clip. The Next function (button 1 or the <Home> key) is used to step to the next frame to be processed. The Previous function (ie button 3 or the <Delete>/<Page Down> key) is used to step back to the previous frame.

Using the Palette, Brushes and Canvas

When a frame is selected it is placed on the canvas (ie the image processing area on the desktop) as the current image ready for processing. Before anything can be done to the image, however, the brush type, brush size and brush colour must be selected and the menu swiped-off to remove the protection from the image.