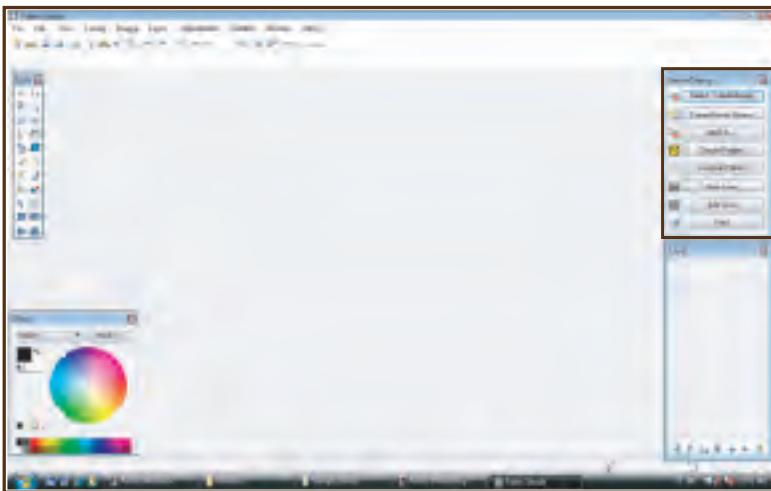


Changing Colors

How to Change Colors and Add Texture

The simplest way to change your image is to change the colors or add texture to the image. First you will select the image you wish to change. Think about the colors you wish to use.

Step 1: Click on the **Select/Create image** button on the Pattern Design palette. The Select/Create Image window will open.

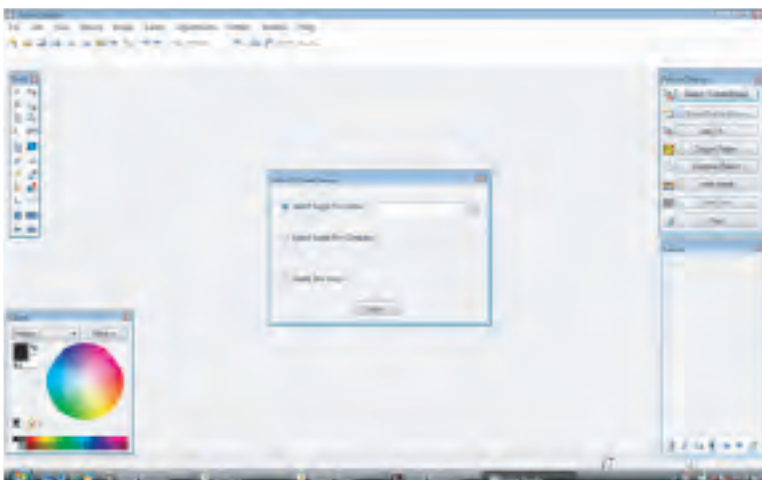


This is the Pattern Design Palette.



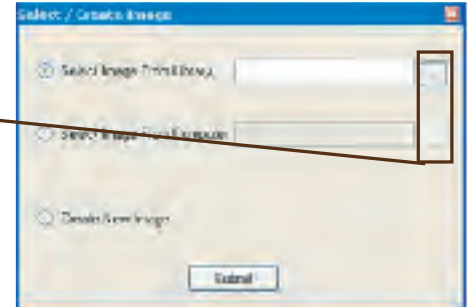
You will click here in FabricStudio

Step 2: Click the () button to the left of "Select Image From Library", or "Image From Computer"

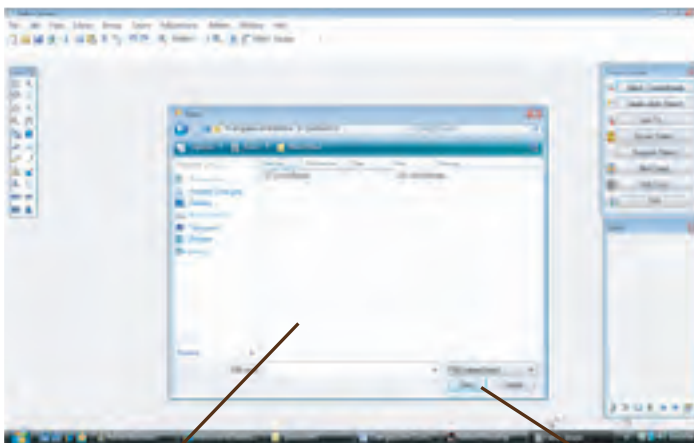
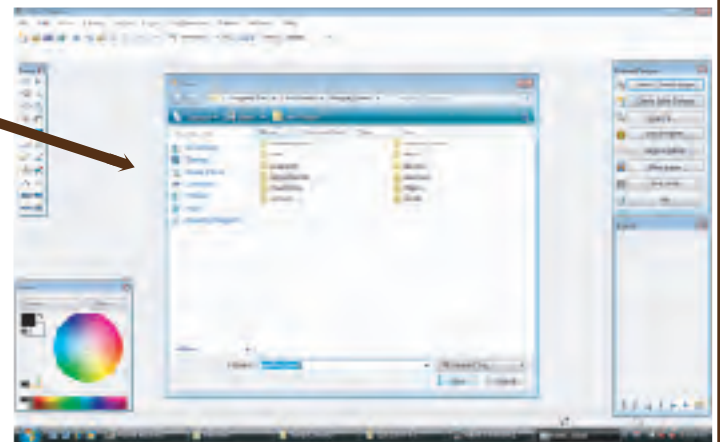


Step 3: Click the browse button () to the right of "Select Image Library"

(This will open a window where you will search for the image that you want to use from the FabricStudio library)

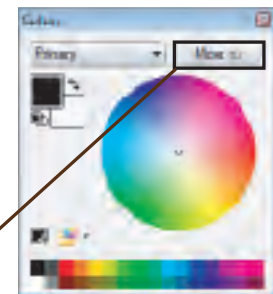


Step 4: Select the folder that you want and click open.

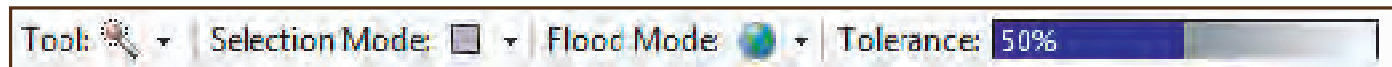


Step 5: Select the image and click open.

Step 6: Select the colors that you want to use: You will select colors on your Colors Palette. If your Colors Palette isn't showing click on Windows then Colors in the top row. If you click on the More>> button you will get options, such as picking the colors by RGB, HSV, and using transparency.

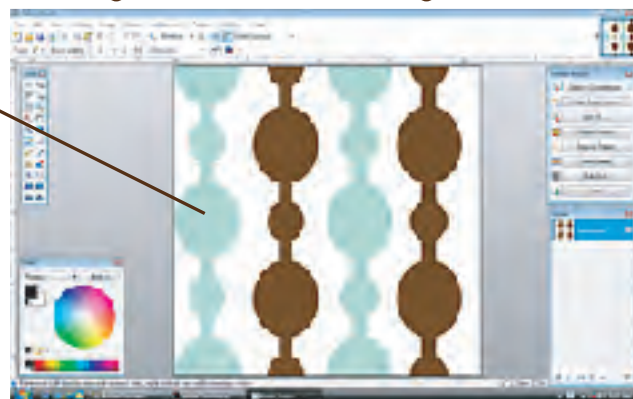


Step 7: Selecting the area that you want to do a color change: Once you have picked your colors, you will need to select the area of the image you wish to change. Using the Magic Wand Tool [] requires you to make several selections before starting.



Once the Magic Wand Tool is selected the above box appears on the upper left of your screen. **Selection Mode** allows you to replace, add, subtract or invert the selected area. For this project the Selection Mode should be Add(Union). **Flood Mode** can be set at Global or Contiguous. Global will select all of the color that you clicked on for the entire image. Contiguous will only select the area that you click on. For our project Flood Mode should be set at Global.



Using your Wand Tool, click on the first color that you want to change (we chose the blue color on this project).



Step 8: Now using the Paint Bucket Tool (Flood Mode to Global, your Fill to Solid and Tolerance to approx, 33%) and click inside the color area. (Tolerance

is how you adjust for the values of the colors. It allows you to chose how much gets selected when you click on the color. More color/value gets selected when you have the tolerance % selected lower and less color/value gets selected when you have the tolerance % selected higher.)

Step 9: Repeat this process for the remaining colors.

Step 10: Adding Texture to the Background requires first picking two colors (Primary & Secondary Color) before starting. **1.** Click on the Primary swatch on the Colors Palette and click on the color that you want. **2.** Click on the Secondary swatch and click on the color that you want. **3.** Using the Magic Wand Tool |  I select the Background area. **4.** Next click the Paint Bucket Tool, |  I and the Fill Box will appear above. Browse the Fill choices before clicking on the Background area.

Experiment with different textures, change the Primary & Secondary Colors and see how they effect your image.

