QUICK COMMAND PANEL 3D FRAME
(LEARNING TO USE BREAK SEPARATOR)

SOFTWARE: PhotoImpactXL
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TITLE: Quick Command Panel 3D Frame (Break Separator)
SKILL LEVEL: Intermediate
TOOLS USED: Quick Command Panel, Magic Wand, Trace, Paths menu

DESCRIPTION: Breaks can be added to tasks where PhotoImpact does not record the Properties settings. Learn to use the Edit menu and Break command in the Quick Command Panel to create a simple 3D frame.

INSTRUCTIONS:

1. Preparation

Open your photo or object image. (If using an object image, deselect - **Object / Deselect All Objects**).
Duplicate the image (**Ctrl D**) so you are not working on the original. Close the original.
For the recording use a smaller image, say 400 pixels max. You can always play the task on a larger image later.
First record **all** your work. (Don't worry if you don't see all the steps in the **Quick Command Panel**). Then add the breaks where needed.
In your **Quick Command Panel**, click on the **Create a new task** button (with the + sign).
Name your task 3Dframe or one you will recognise when choosing from the list later.
Add a comment. I typed in "This task creates a 3D frame via the edit / trace option."

2. Recording:

Click the **Record** button to record the following:
Format / Expand Canvas with your own settings.
Magic Wand - click on the expanded canvas to select.
Edit / Trace / Selection Marquee. Click **OK** to accept the defaults.
Change **Horizontal Deform** to **3D** in the dropdown list on the **Attribute Bar**.
Click on the **Material** icon and select a preset if you're not happy with the one provided.
Format / Shadow: choose the third icon from the right; type 97 in the **Shadow size** box to get an internal shadow. If you wish, change the colour from black. Click **OK**.
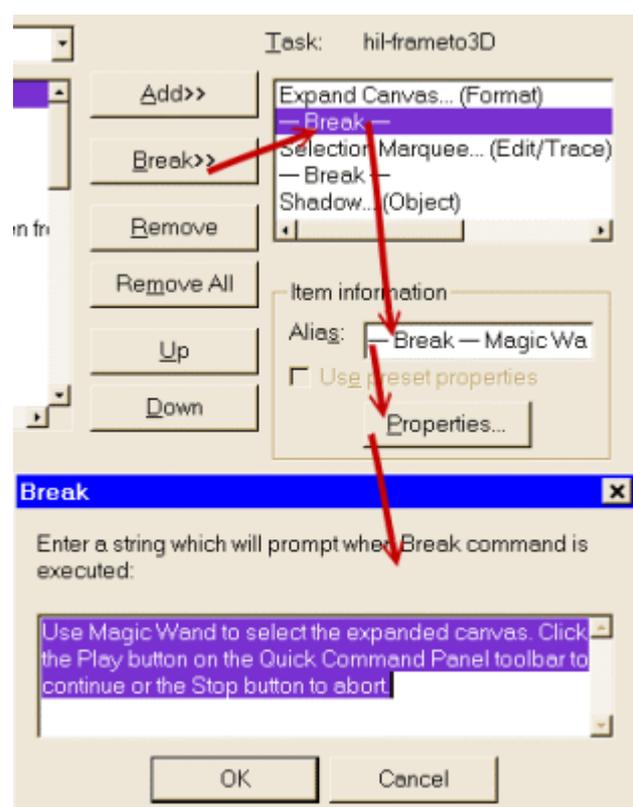Click the **Stop** button.

3. Adding the Breaks:

In the **Quick Command Panel**, click on the "**Modify the selected task**" button (the one with the pad and pencil) to edit.
Select **Expand Canvas** in the right hand list.
Click **Break** to add a break after this task.
Under **Item information / Alias** it says "Break". Type in "Magic Wand" after it. (I like to do this so I know what's coming up next when playing the task. If you share your task, others might like this too.)
Click on **Properties**.

In the **Break** dialogue box that comes up, highlight "Break in a task." only and delete. (This keeps the **Play / Stop** instructions available).

Type in the following: "Use Magic Wand to select the expanded canvas."

Click **OK** and **OK** again.

Click the **Modify** button again to continue editing the task.

Select **Selection Marquee…(Edit/Trace)** in the list.

Click **Break** to add a break after this task.

Under **Item information / Alias** it says "Break". Type in "to 3D" after it.

Click on **Properties**.

Highlight "Break in a task." only and delete.

Type in the following: "Change Horizontal Deform in the Attribute Bar to 3D Round and use the Material icon to add a preset."

Click **OK** and **OK** again.

Your final **Panel** list will have these included:

4. Testing:

Open a new image.

Click the **Play** button to test.

The **Break** command dialogues that you have set up will come onscreen. Follow the instructions and don't forget to click **Play** to continue.
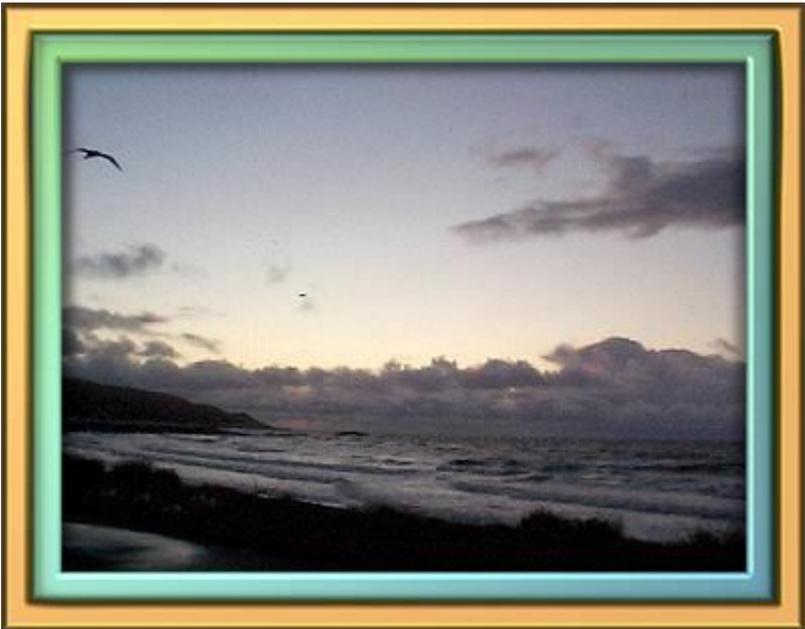
Change the settings in any of the dialogue boxes to suit yourself.

5. Renaming Tasks:

I named the above task "hil-frameto3D". Very cumbersome. But I was new to the game and it started out as a test :).
To rename a task, click the **Task menu commands** button and select **Task Manager**. Find your task. Click **Rename**. I changed mine to hil-3Dframe. I include my abbreviated name so I know which tasks are mine. Still in **Task Manager**, add what your task does to the **Comment** box. I typed in: This task creates a 3D frame via the edit / trace option.

6. Fun Tips:

* Click on each part of a task separately to edit that part by changing the settings in the dialogue box that comes up.
* After finishing a task, click **Play** again. In the case of the above task, another frame will be made around the original:

TUTORIALS INDEX: http://www.hillies-imagenation.com/pi-tutorials.html

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