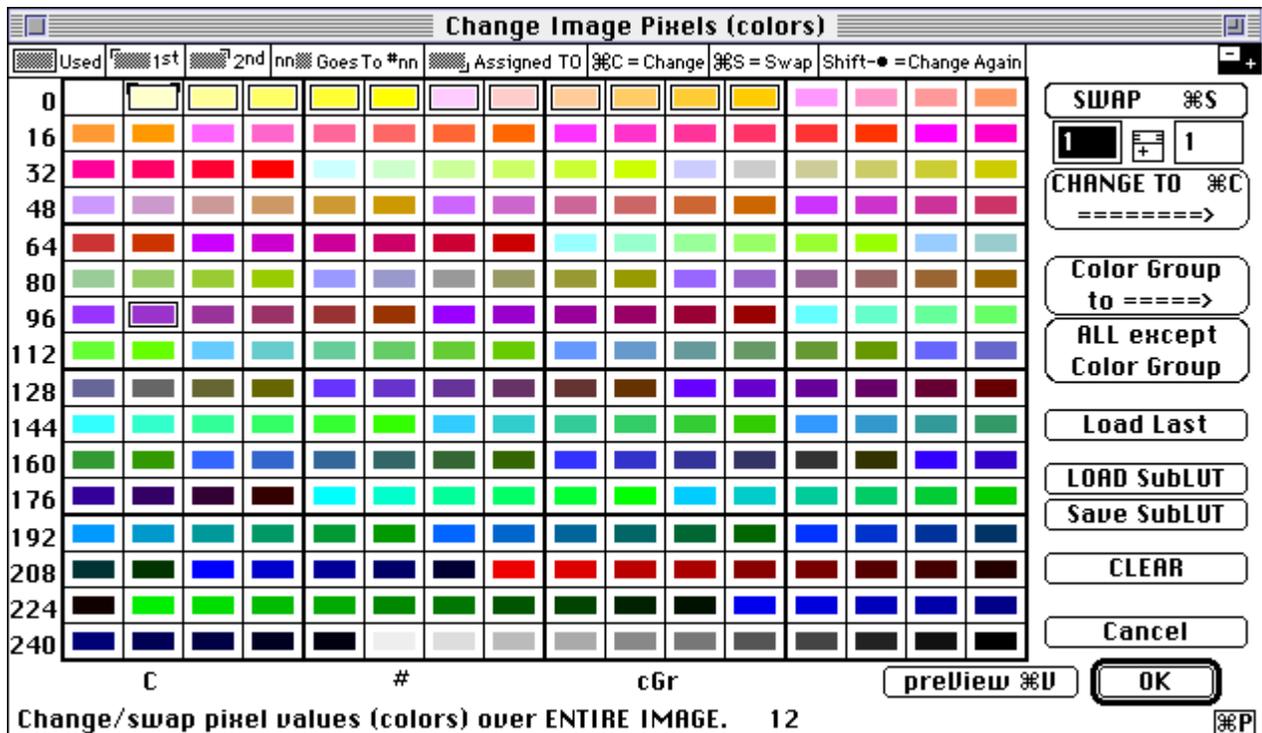


Change Colors

Overview

Change colors allows you to change or swap one color or multiple colors in your design at one time. You can preview the change before committing to the change. In change colors you can also change colors within a selection made before entering the dialogue rather than making the change throughout the entire image. Change colors also enables you to change all the colors within the current color group to a single color.



Change colors can also be used to create a Substitution Look Up Table. A Substitution Look Up Table is used to make color changes within a specified area. A Substitution Look Up Table can be loaded into a brush, allowing you to change only the colors defined in the Substitution Look Up Table and mapping each of those colors to a specific color. This means you can change many colors at one time to any number of separate colors without having to do each one individually.

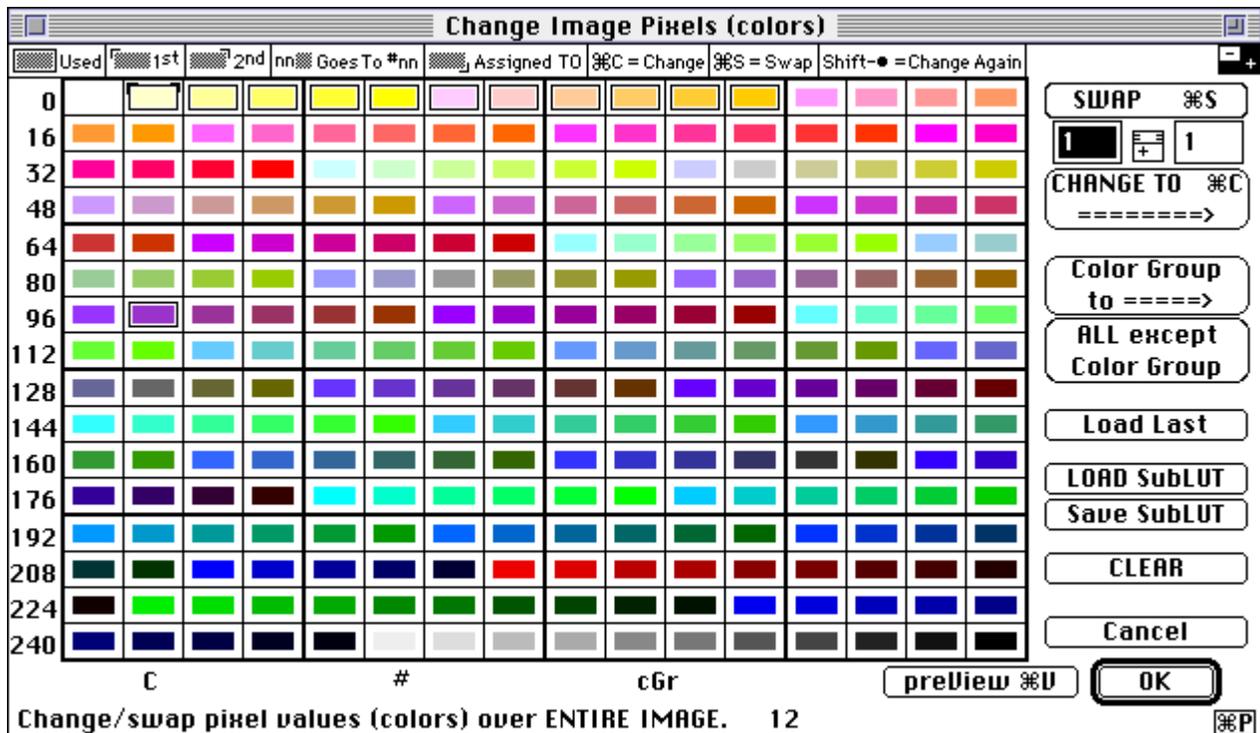
For example, if you are working from a scan and the same colors occur throughout the entire image, but the colors need to be mapped to different colors in different areas, the Substitution Look Up Table can be very useful. So, in one area the group of colors may be defining the boundary of a foreground shape and the same colors may be right next to that area but here their combination creates the background area. If you were to map all these colors at one time to other colors and apply that change across the entire image, the distinction between the foreground and background areas would be lost. Instead of applying the change throughout the entire image or having to select each area individually, creating a Substitution Brush can be a more efficient way to handle this clean up or color reduction.

The brush would work this way: a Substitution Look Up Table would be created for the foreground area- red green and blue all go to orange, light green and light blue. For the background area the brush might be defined as red, green and blue going to burnt orange, turquoise and navy. (Of course all three colors could also be changed to a single color for foreground and a different single color for foreground.)

The best way to understand how this would work is to create one and use it. The ability to paint over a large area and change multiple colors without altering any that are not part of the current Substitution Look Up Table, even though the brush is being dragged across them is very useful for cleaning up a specific area without risking changing areas that are not meant to be changed. See the handout on brushes for the step by step in creating the Substitution Brush.

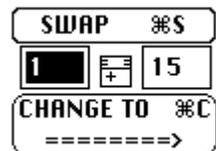
Procedure

In the Options menu pull down to Change Colors. This dialogue will appear.



The entire 256 color palette is displayed. The colors used in the design image are framed with an outline. The bar below the title bar of the dialogue window gives the key for the changes at a glance. You can see which colors have been changed, what they have been changed to and the key for the shortcut commands.

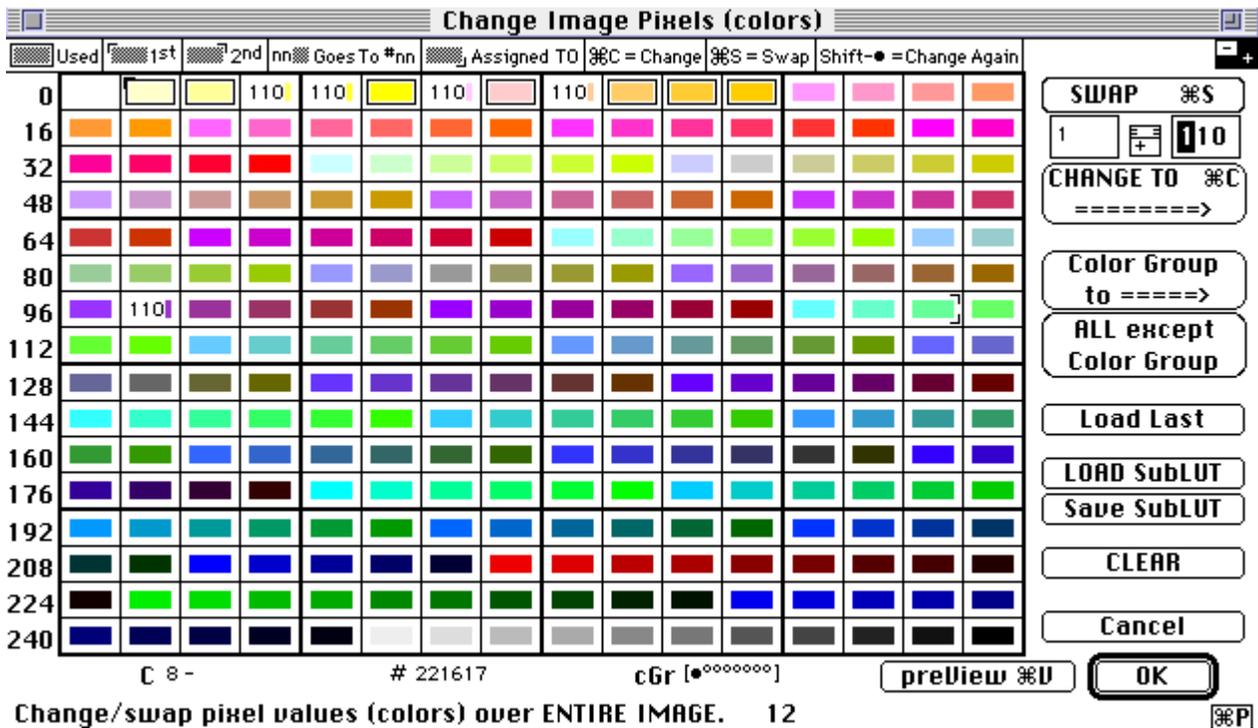
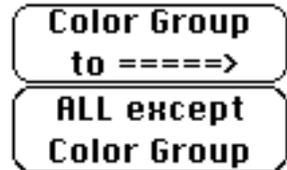
1. To change an individual color click on that color in the dialogue box or in your image. This will load it into the lefthand box above the CHANGE TO button. You can type the color number while the left box is highlighted to enter the color number into the box. Now click on the color you wish to make the first color. You can click on it in the displayed dialogue box, in your image or by typing it's color number. Any of these three actions will load that color number into the box. Now to complete the action, click on the button labeled CHANGE TO or use command C .



You will see the replacement color number (the color that you replaced the first color with) appear on the color patch of the first color. A shortcut for making the same change again, you can click on each subsequent color while holding down the shift key. (Use this if each color to be changed is being mapped to the same color as the previous change.) If each change will be to a different color then repeat step 1.

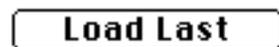
To swap two colors, for example, color 1 to color 15 and color 15 to color 1, click on the button SWAP positioned above the number boxes. You can also use the key command command S to swap colors.

To change the current color group colors all to a single color, load the color you want to change them to, then click on the button Color Group to. You can also change all colors except the current color group by clicking on the button ALL except Color Group. (Sometimes it is faster to define an action by those that are the exception than by entering all that are included in the action.)



If you want to see the changes made before committing to keep the change, click on PreView (or command V) before clicking OK. This gives you the dialogue Preview: Done. After you have checked your image click on Done. You can then either clear that command by clicking on CLEAR or proceed and keep the changes.

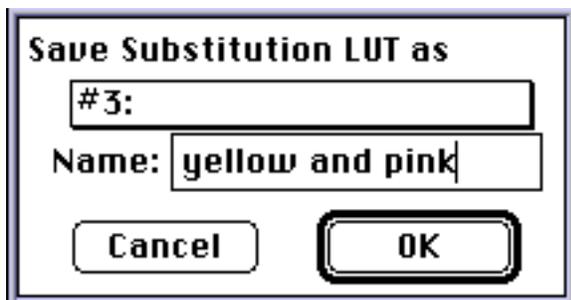
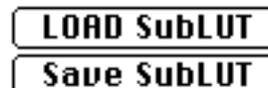
To revert to what you entered the dialogue box with click on Load Last.



As you move your cursor over colors in the color palette, the color number, the number of times the color is used in the image and its' inclusion in a color group is shown in the area just below the color palette. The following example shows color number 7, used 14039 times in the image (number of pixels of that color), and it's presence in color group 1 (signified by the bullet in position one of the eight positions of color groups).

C 7 - # 14039 cGr [●○○○○○○○]
Change/swap pixel values (colors) over ENTIRE IMAGE. 12

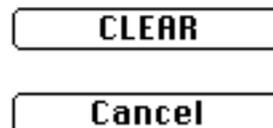
To create a Substitution Look Up Table (SubLUT), make all the changes or swaps you wish to make, then click on Save SubLUT.



You can name it and save it into one of 8 slots.

This is held in RAM memory and will be available for the current work session in JacqCAD and can be retrieved by clicking on LOAD SubLUT.

If you do not want the changes you made in defining the SubLUT to be applied to the entire image, before exiting or continuing with changes that will be applied to the whole image, you must hit clear or cancel to have the changes made for the SubLUT not be applied to the entire image.



To exit the dialogue and make no changes to the image click on the button labeled Cancel.