



MARKUP

ABOUT THIS GUIDE

This User Guide is a reference for Markup. You can read from start to finish or jump around as you please. This guide is available in Acrobat PDF format.

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About Us

Digital Film Tools brings together the unbeatable combination of superior software designers, motion picture visual effects veterans, video editors and photographers. Add three Emmy Awards and experience in creating visual effects for hundreds of feature films, commercials and television shows and you have a recipe for success. The understanding of photography, film and video editing, and in particular visual effects, allows us to design productive and highly specialized software. Software that is useful as well as easy to use. Our products stand up to the rigors of production and are the culmination of many years of experience.

Our philosophy is to bring our visual effects tools and techniques to the masses. What was once found only in expensive high-end packages or existed as proprietary in-house tools, is now available to photographers, artists, designers, and video/film editors. Did I mention affordable? Our software doesn't cost an arm and a leg and won't break the bank.

INSTALLATION

Photoshop / Lightroom

- 1** Download Markup at www.digitalfilmtools.com
 - 2** Double-click on the file that was downloaded and run through the installation process.
 - 3** When prompted, select the destination programs to install to. You can choose from Photoshop, Photoshop Elements, and Lightroom.
 - 4** Start your program and load or select an image.
 - 5** Apply Markup:
 - **Photoshop/Elements:** In the Filter menu, select Markup v1 from the Digital Film Tools group.
 - **Lightroom:** In the Photo menu, select Edit In and then choose Edit in Markup v1.A dialog box pops up when you run Markup.
 - 6** If you purchased the software, select **Activate Markup** and follow the instructions.
or
 - 7** Select **Request Trial Activation (Internet Required)** and click **Next** to receive a fully functioning version of Markup for the specified trial period. At the end of the trial period, Markup reverts to a limited demo mode.
or
 - 8** Select **Run in Demo Mode** and click **Finish**.
- Note:** In Demo Mode, a watermark is superimposed over the image.

Adding Markup to Lightroom as an External Editor

If Lightroom is found during the installation of Markup, Markup will automatically be added as an external editor. If for some reason Markup does not show up as an external editor, you can manually add Markup as an external editor by following the steps below.

- 1 Open the Preferences in Lightroom.**
- 2 Click the External Editing tab.**
- 3 In the Additional External Editor section, select TIFF for File Format, sRGB for Color Space, 8 or 16 bits/component for Bit Depth, set the desired Resolution, and choose None for Compression.**

Note: Markup is only compatible with TIFF files (8 or 16-bit, with no compression).

- 4 Click on Choose to select an application. Navigate to the location of Markup.**
 - On Windows, the default installation location for Markup will be: C:\Program Files\Digital Film Tools\Markup v1
 - On Macintosh, the default installation location for Markup will be: /Macintosh HD/Applications/Digital Film Tools/Markup v1
- 5 Select the Markup file and click Choose.**
- 6 Under the Preset drop-down menu, select Save Current Settings as New Preset... and name the preset Markup v1.**

Markup can now be easily accessed under the Photo menu as a preset external editor.

UNINSTALLING

Windows

From the Windows Start Menu, select Programs > Digital Film Tools > Markup v1 > Uninstall Markup.

Macintosh

Go to Applications/Digital Film Tools/Markup v1 and double-click on Uninstall Markup.

ACTIVATING, DEACTIVATING AND TRANSFERRING LICENSES

Activation

Internet Activate

Activates Markup over the Internet.

Request License from Self-Service Website

If you do not have an Internet Connection on the computer where you want to run Markup, use this option. The self-service website will generate a license file which you can then transfer to the desired computer.

Install a License File

Loads a license file.

Note: If you experience an error when using Internet Activate, your anti-virus or firewall software is blocking our program's access to the Internet. Please disable the anti-virus software and set your firewall to allow our software access to the Internet prior to activating. If your company uses a proxy server to access the Internet, select Advanced Options and enter the appropriate proxy server settings.

Deactivation

Once Markup has been activated, you can access the deactivation option by selecting the License menu.

Internet Deactivate

Deactivates Markup over the Internet and is only available if you initially activated over the Internet. Use this method to return your Product Code back to the activation server. You will then be able to use your Product Code to activate Markup on another computer.

License Transfer

Your Product Code allows you to run Markup on one computer at a time. However, you may transfer the license by deactivating on one computer and activating on another.

Internet Deactivate / Internet Activate is the preferred method of license transfer between computers, but is only available if you initially activated over the Internet and currently have Internet access. If you do not have Internet access, you will need to contact customer support to assist you in transferring the license.

To transfer a license:

- 1 Select License from the Help menu.**
- 2 Choose Internet Deactivate and click Next.**
Markup is now deactivated.
- 3 On the target computer, select Activate Markup and follow the instructions.**
Markup will then activate on the new computer.

MARKUP

Description

Markup adds text and shapes to images using Text, Rectangle, Ellipse, Line, Pen and Image tools. A wide range of transformations are available including Position, Scale, Rotate and Corner-Pin all in a vector environment. Stylize using blur, gradients, outlines, shadows and blend modes. Load a single image as a watermark or load and composite multiple images. Designed specifically for Lightroom, Photographers no longer have to export their images to an external program to add text.



Features

- **Add text to your images**
- **Format fonts, color, size and style**
- **Text kerning and leading**
- **Select and render EXIF data as text**
- **Add gradients, blur, outline and drop shadows**
- **Position, Scale, Rotate and Corner-Pin objects**
- **Rectangular or circular objects**
- **Pen tool to write on images**
- **Import images as objects**
- **Simultaneous object editing**
- **Blend Modes to composite objects**
- **Drag and drop editing**

TUTORIALS

Markup

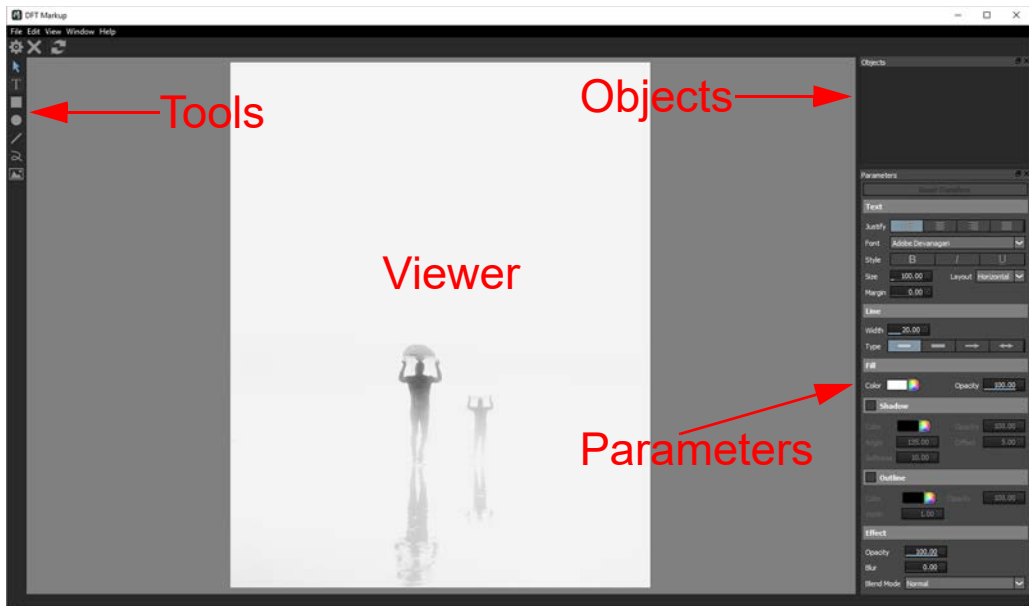
Markup adds text and shapes to your images using a wide selection of editing tools.

Using the Text Tool

Adding Text

1 Apply Markup:

- **Photoshop/Elements:** In the Filter menu, select Markup v1 from the Digital Film Tools group.
- **Lightroom:** In the Photo menu, select Edit In and then choose Edit in Markup v1. The Markup user interface opens and consists of Tools, Objects, Parameters, and Viewer windows.



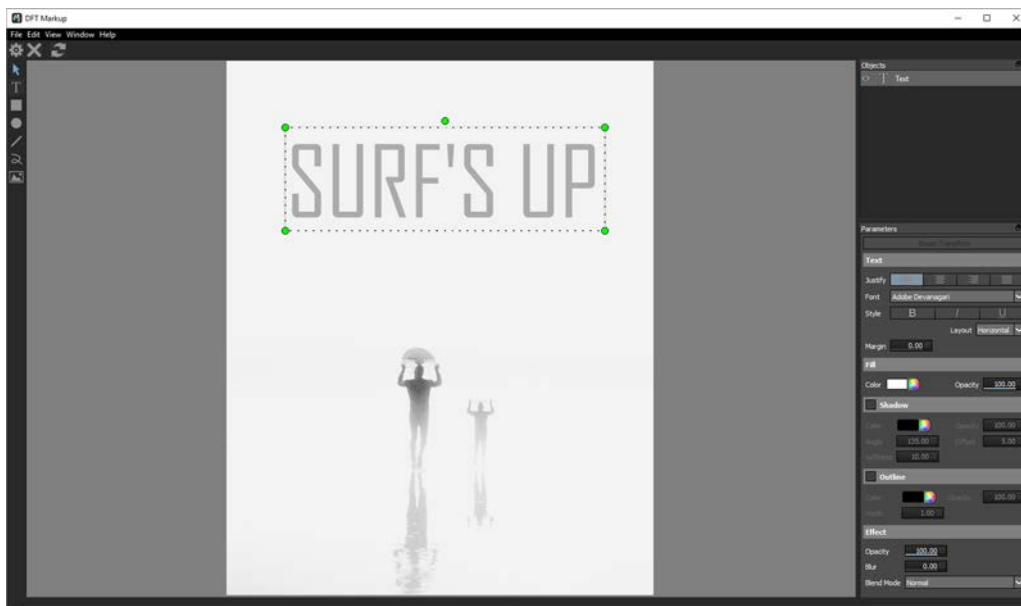
2 Select the Text icon or press T.



Text can be created using two methods:

- **Single Line:** Click on the image and type a single line of text.
- **Paragraph:** Drag out a text box and type inside the box.

- 3** Click on the screen where the text should appear.
- 4** Type the text.



- 5** To create vertical text...
 - **Single Word:** Set the Text > Layout to Vertical.
 - **Paragraph:** In the Text tool, resize the text box.

Modifying The Style

- 1** Select the Text icon or press T.



- 2** Select the characters to be adjusted.
- 3** Modify the Font, Size, Style or Justification.

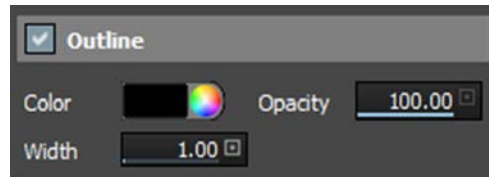
Note: You can interactively change the font size by **Alt**-dragging up/down on selected characters.

- 4** Choose the text color using Fill > Color and optionally, adjust the Opacity.
Depending on the font, you may want to adjust the spacing between characters (kerning).

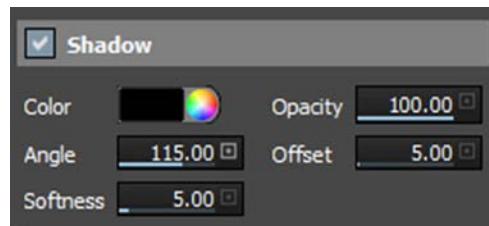
- 5** Position the cursor between characters and press the Alt-Left and Right Arrow keys. Make a selection to adjust spacing for multiple letters at once.

Outlines and Shadows can also be added to objects.

- 6** Enable the Outline controls and set the Color, Opacity and Width.



- 7** Enable the Shadow controls and adjust the Color, Opacity, Angle, Offset and Softness.



Color Gradients

Color Gradients can be added to any object.

- 1 Press the Edit icon and select a text object.

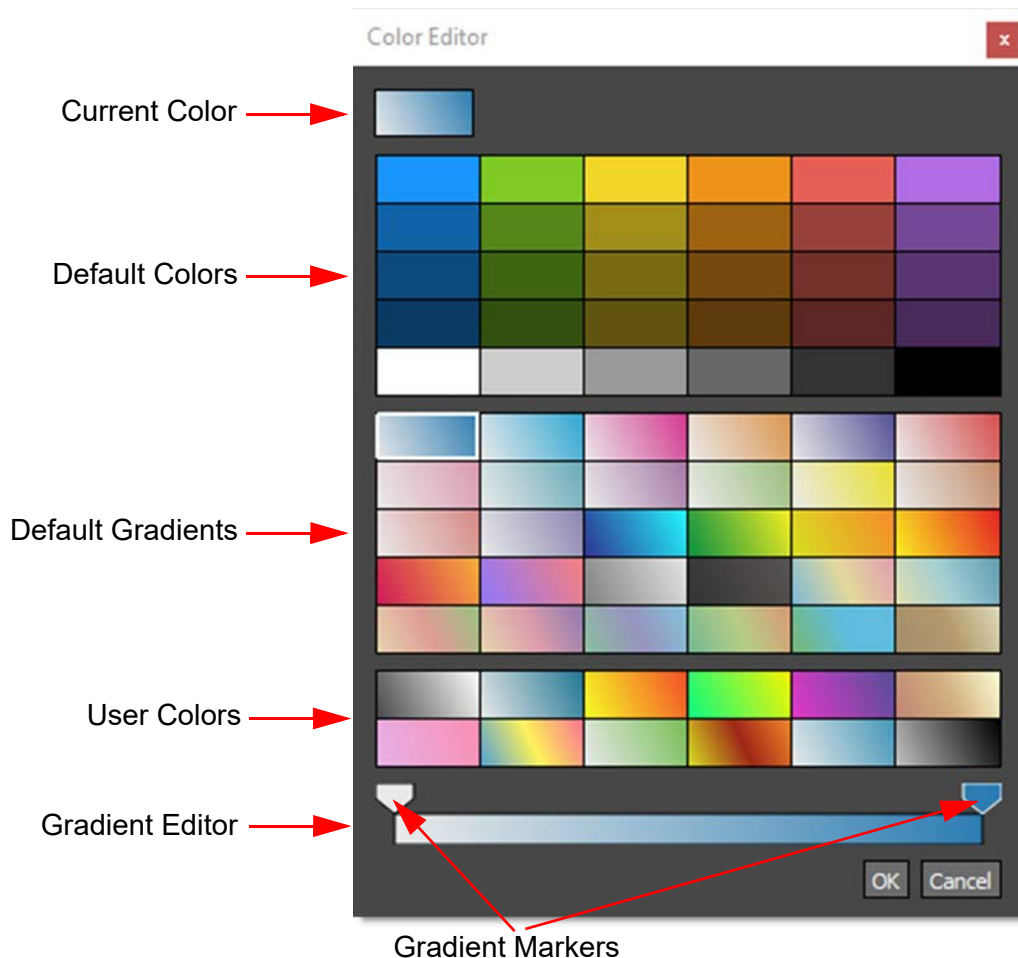


- 2 Click the color chip to open the Color Editor.



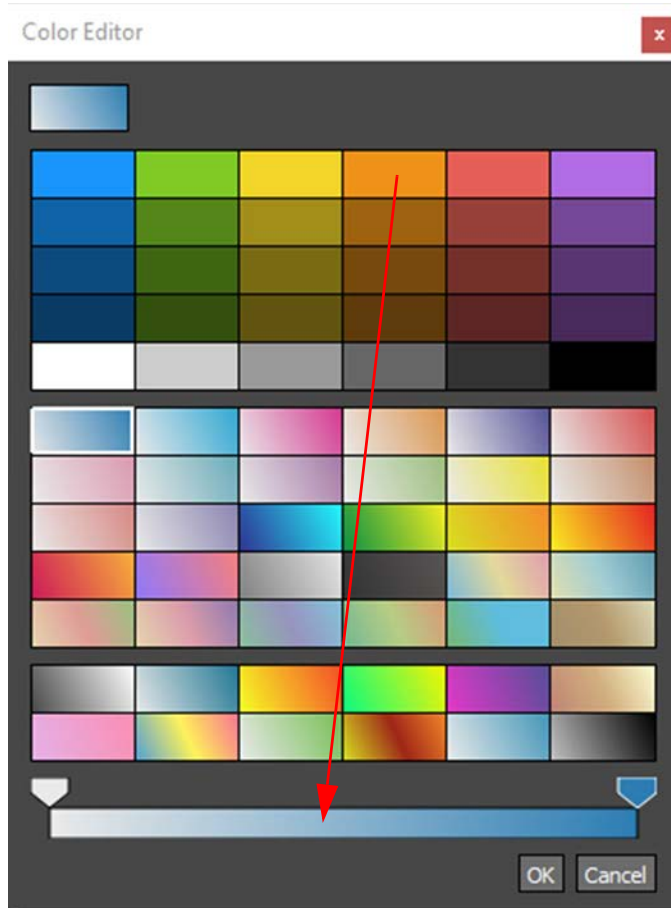
The Color Editor appears. Here, you can choose colors or gradients.

- 3 Choose one of the gradients.

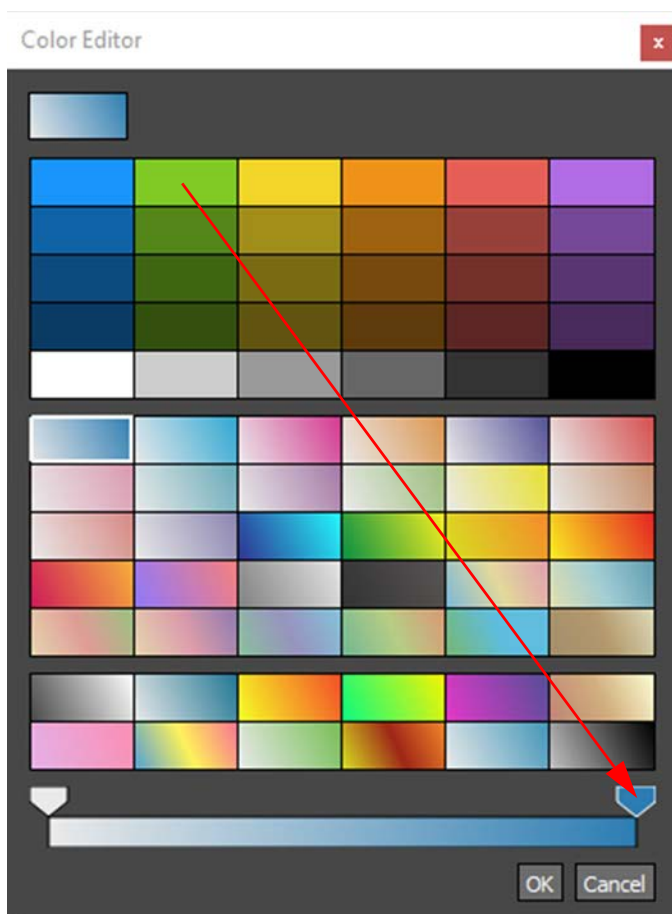


The gradient is applied.

- 4 Add colors to the gradient by dragging and dropping from the Default Colors or the User Colors onto an open spot in the Gradient Editor.



- 5 Replace existing gradient colors by dragging and dropping a color over an existing gradient marker.



- 6 Change the gradient colors by clicking on a gradient marker and then selecting a new color in the Color Picker.



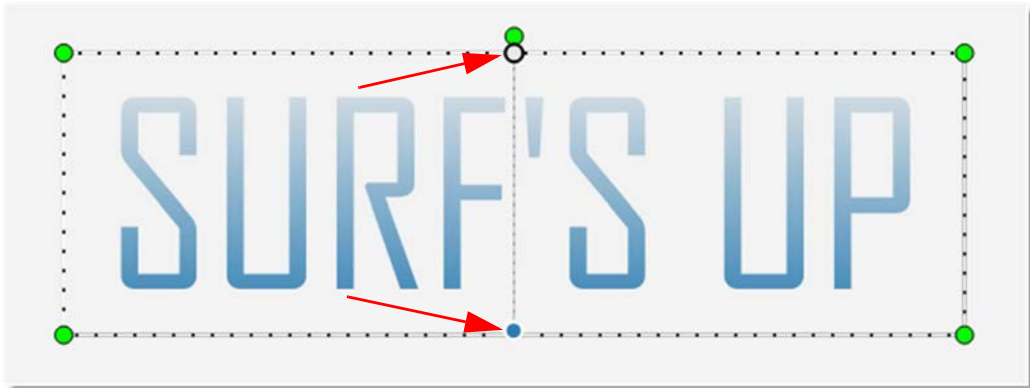
- 7 Delete gradient markers by hovering over a marker and pressing Delete/Backspace.

Note: The far left and right gradient markers can't be deleted.

- 8 Click OK.

When a gradient has been added to an object, two gradient on-screen controls appear--one control represents the start of the gradient and the other, the end.

- 9 Drag the gradient on-screen controls to adjust the gradient's direction and magnitude.



Note: Hold **Ctrl/Cmd** while dragging to limit the on-screen control's movement within the text box.

Adding Effects

Each object is combined with the image using its own Blend Mode, Opacity and Blur controls located in the Effect group.

- 1 Press the Edit icon and select the text object.



- 2 In the Effect group, select the desired Blend Mode.

The following blend modes are available: Normal, Add, Difference, Multiply, Screen, Overlay, Exclusion, Lighten, Darken, Color Dodge, Color Burn, Hard Light, and Soft Light.

- 3 Change the Opacity if needed.
- 4 To create soft focus effects, adjust the Blur.

Selecting Objects

- 1 Press the Edit icon and click on an object in the Viewer to select it.



- 2 When objects are stacked on top of each other, Alt-click on an object to select it. Repeatedly Alt-clicking a stack of overlapping objects will cycle through them.

Transforming Objects

Objects can be scaled, rotated or corner-pinned using the on-screen controls.

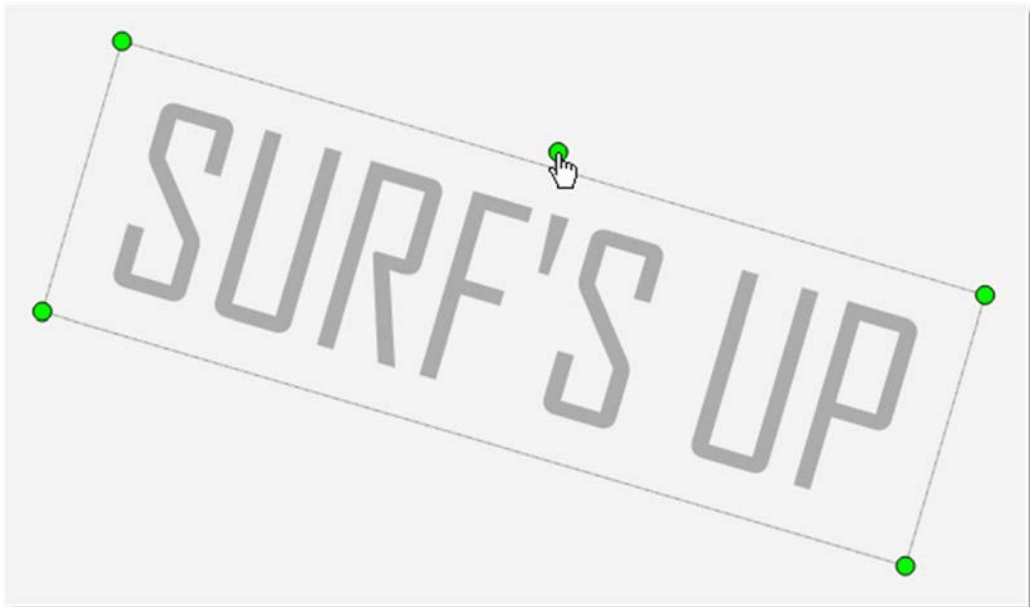
- 1 Press the Edit icon and select a text object.



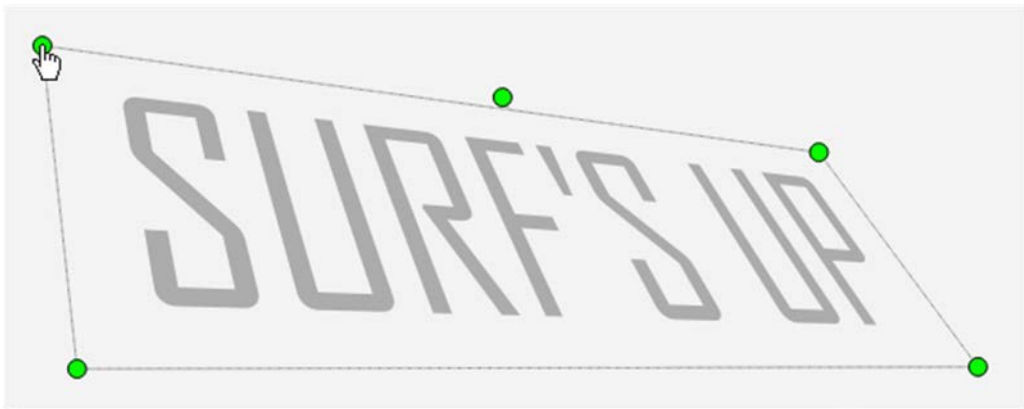
- 2 Drag one of the corner points to scale the text. Shift-Drag a corner point to proportionally scale.



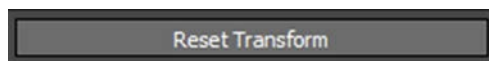
- 3 Drag the top center point to rotate the text.



- 4 Alt-drag a corner point to corner-pin the text.



- 5 Press Reset Transform if you want to reset all adjustments.



- 6 Click the Done button to apply the text to your image.



The next time you apply Markup in Photoshop, your previous Markup settings consisting of objects and their parameter settings will be displayed and can be modified. For the Markup settings to be remembered in Lightroom, you need to first use “Edit Copy with Lightroom Adjustments” and render the result. If you then apply Markup to the newly rendered version and select “Edit Original”, your previous Markup settings will be displayed and can be modified.

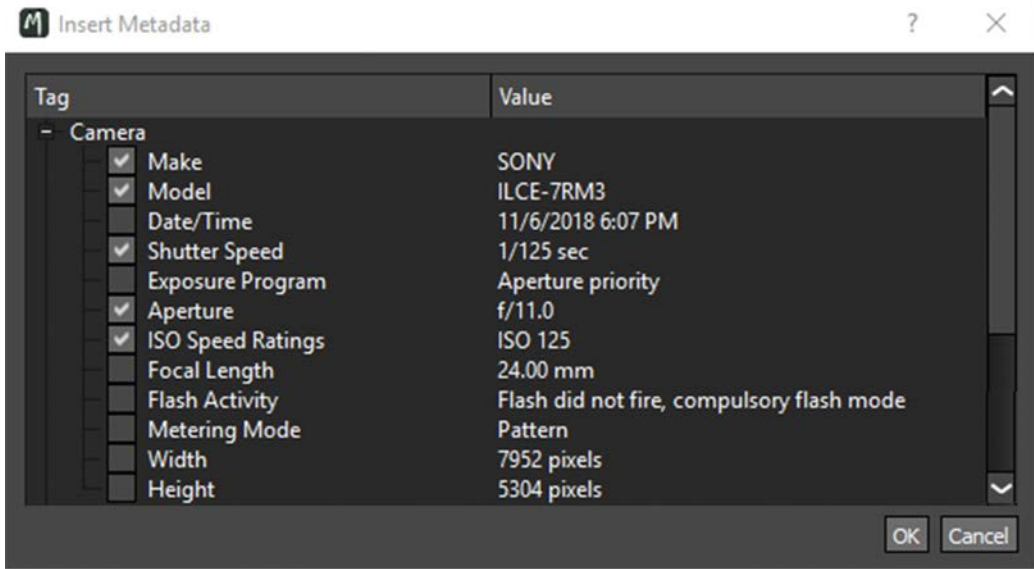
Inserting EXIF Data As Text

- 1 Select the Text icon or press T.

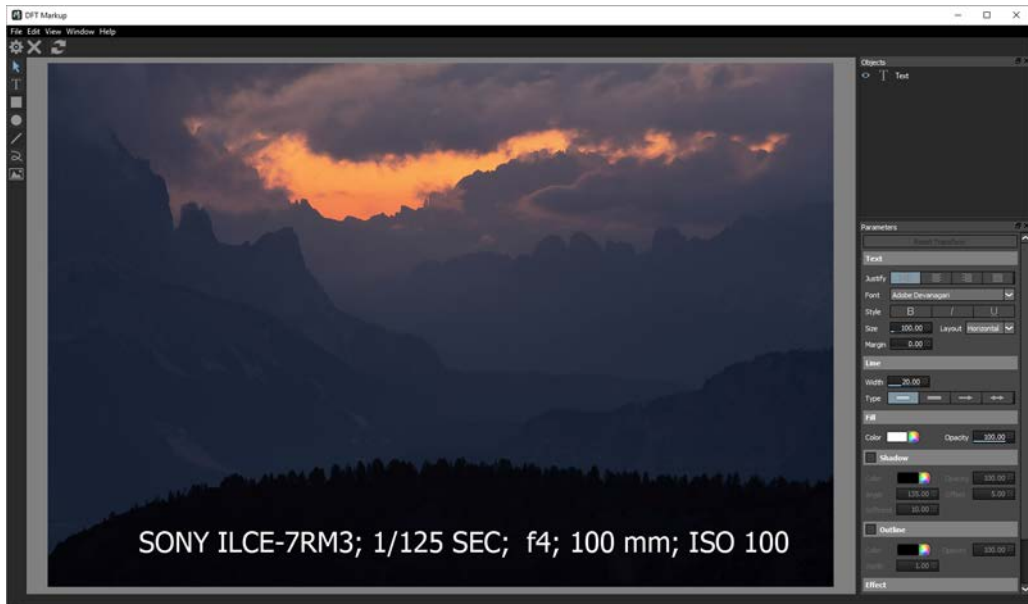


- 2 Click on the screen where the text should appear.
- 3 Choose File > Insert Metadata.

- 4 In the EXIF window that appears, select the EXIF tags to insert and click OK.



The EXIF tags appear as text.



- 5 Cut and paste the tags to change their order.

Add an Image or Watermark

Images can be loaded and composited.

- 1 Select the Image tool or press Shift-I.

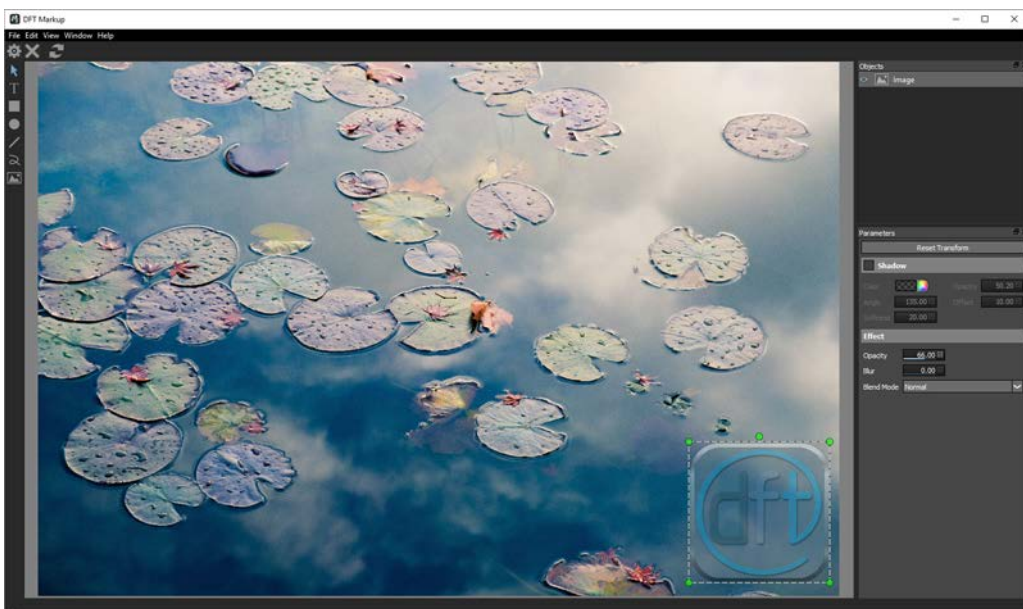


- 2 Select a JPEG or PNG file.

Once loaded, the image is composited over the background image. If the image has an alpha channel or transparency, Markup uses it for the composite.

- 3 Use the on-screen controls to move, scale, rotate or corner-pin the image.

- Move: Drag inside the object.
- Scale: Drag a corner point.
- Rotate: Drag the top center point.
- Corner-Pin: Alt-drag a corner point.



Markups

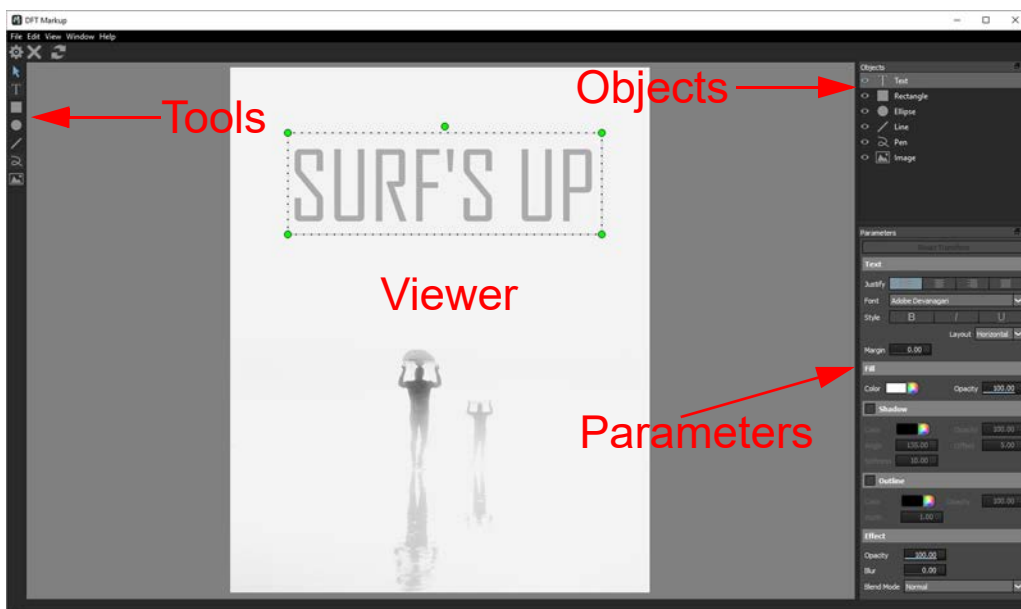
A Markup takes a snapshot of the objects and their parameter settings. Markups can be saved and loaded and are independent of the image they were originally applied to.

- 1 Apply Markup.**
- 2 Make some parameter adjustments.**
- 3 Select File > Save Markup.**
- 4 When the file browser opens, enter a name and click Save.**

You can now apply this Markup to a different image using File > Open Markup.

USER INTERFACE

Markup is comprised of 4 main components: Tools, Objects, Parameters, and Viewer.



Go to the [Markup Tutorial](#) to see how it works.

Toolbars

Horizontal Toolbar

The horizontal toolbar contains the Done, Cancel, and Reset icons.



Done

The objects and values of the parameter adjustments in the Markup user interface are transferred to your host application.



Cancel

Closes the Markup user interface without making any changes.



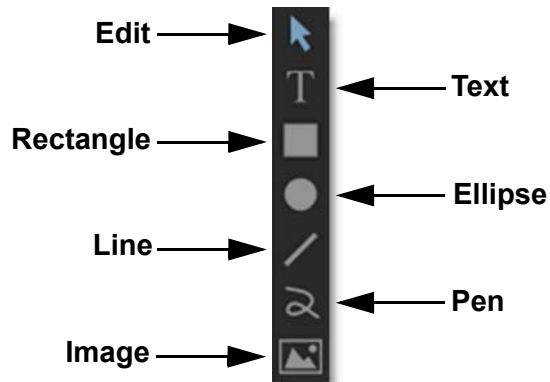
Reset

Resets Markup back to the original image with nothing applied to it.



Vertical Toolbar

The vertical toolbar contains the Edit, Text, Rectangle, Ellipse, Line, Pen and Image tools.



Edit (E)

Select, modify and transform objects.



Text (T)

Creates text.



Rectangle (R)

Creates rectangles and squares.



Ellipse (C)

Creates ellipses and circles.



Line (L)

Creates a line.



Pen (P)

Draws freehand strokes.



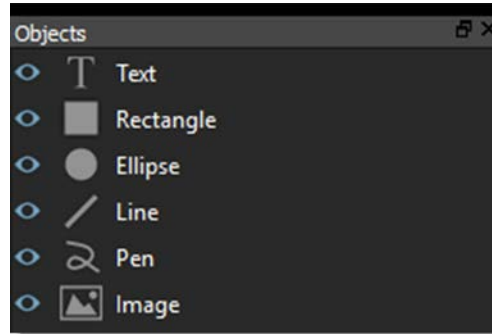
Image (Shift-I)

Loads JPEG or PNG images as objects. If the image has an alpha channel or transparency, Markup uses it for the composite.



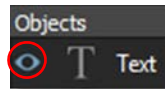
Objects

The Objects window displays all the Markup objects that have been applied to your image. The most recently created object is at the top of the stack, while earlier objects are at the bottom.



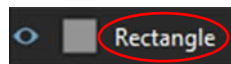
Enable

Disable the object by clicking the Enable icon.



Name

Displays the object's name. Double-click and type in this field to rename the layer.



Selecting Objects

Click on an object in the Viewer to select it. When objects are stacked on top of each other, **Alt**-clicking cycles the selection through the stack of overlapping objects.

Manipulating Objects

Modifying Settings

Click on an object. Once selected, you can modify the current object's settings in the Parameters window.

Deleting Objects

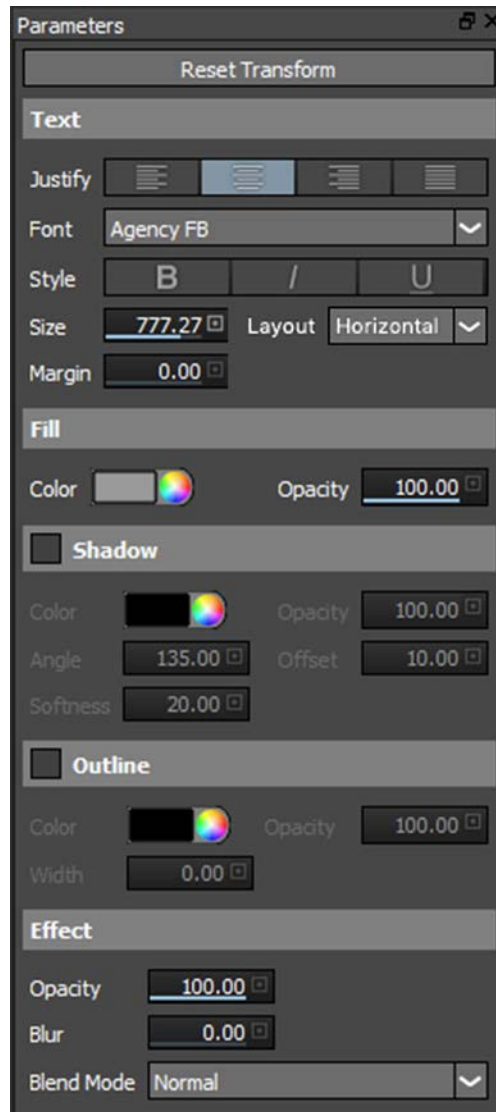
Click on an object and press the Delete key.

Drag and Drop Objects

The order of items in the Objects window can be changed by dragging and dropping them to a new location.

Parameters

Adjusting the parameters will update and change the selected object in the Viewer.



Reset Transform

Resets rotation and corner-pin adjustments.

Text

Text can be created using two methods:

- 1 Single Line: Click on the image and type a single line of text.**
- 2 Paragraph: Drag out a text box and type inside the box.**

Justify

Left

Aligns text to the left side of the text box.

Center

Aligns text in the center of the text box.

Right

Aligns text to the right side of the text box.

Justified

Letter and word spacing is adjusted so that the text falls flush with both sides of the text box.

Font

Selects the font.

Style

Bold

Bolds the text.

Italic

Italicizes the text.

Underline

Underlines the text.

Size

Sets the font size.

Note: You can change the size of individual characters by **Alt**-dragging up/down on selected characters.

Layout

When clicking on the screen to type, text can be typed either horizontally or vertically.

Horizontal

Text is positioned horizontally.

Vertical

Text is positioned vertically.

Spacing

Characters (Kerning)

Adjust the spacing between characters (kerning) by pressing the **Alt-Left** and **Right Arrow** keys.

Lines (Leading)

Adjust line spacing (leading) by pressing the **Alt-Up** and **Down Arrow** keys.

Resetting Kerning and Leading

Reset the kerning and leading by right-clicking the object in the Edit tool and selecting Reset Kerning or Reset Leading.

Margin

Sets the margin size which is the distance between the text box bounding box and the text.

Text Keyboard Shortcuts

<u>Shortcut</u>	<u>Action</u>
Alt-Left and Right Arrows	Adjusts character spacing (kerning)
Alt-Up and Down Arrows	Adjusts line spacing (leading)
Alt-Shift-Left and Right Arrows	Adjusts character spacing (kerning) 10x more
Alt-Shift-Up and Down Arrows	Adjusts line spacing (leading) 10x more
Alt-Drag up/down on selected characters	Changes the size of selected characters
Ctrl-A	Selects all text

Fill

Color

Sets the fill color for text and objects.

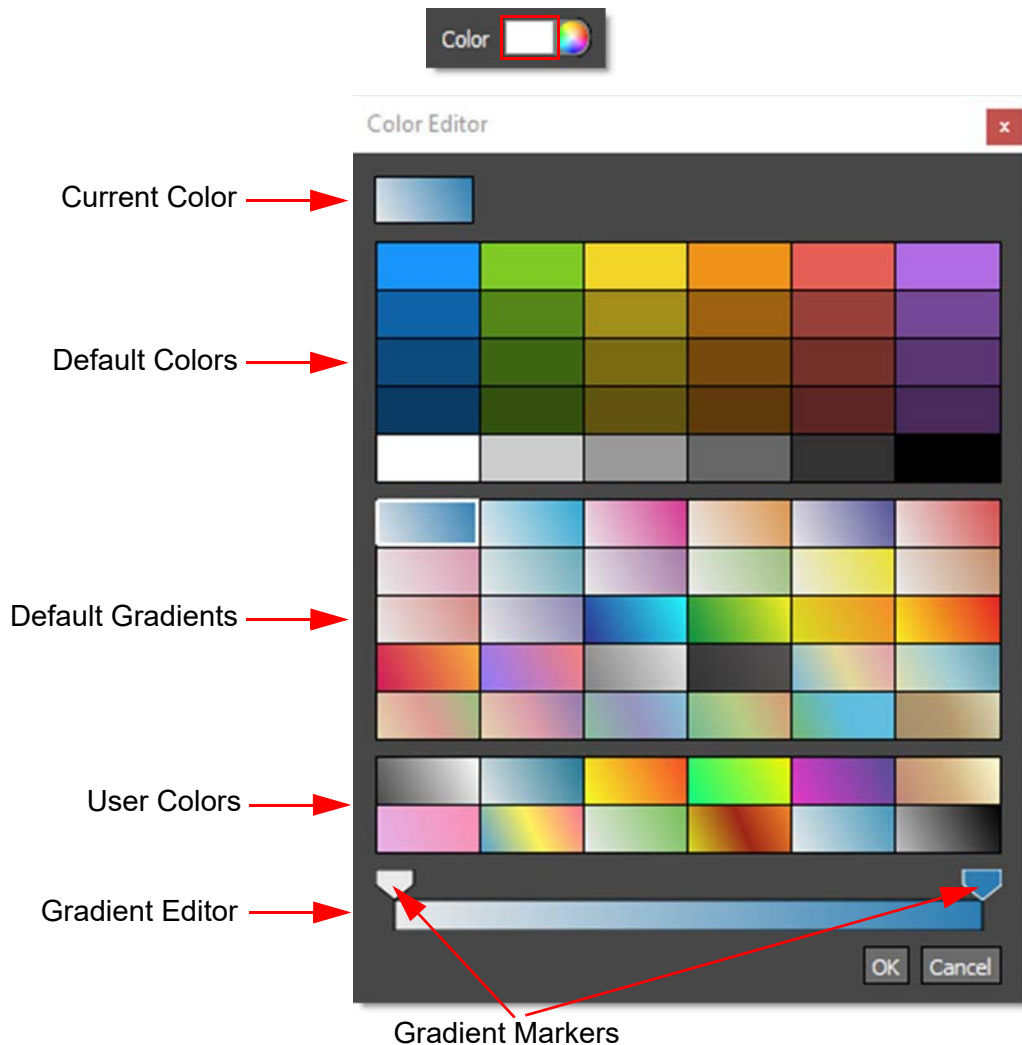


Opacity

Sets the fill color's opacity.

Color Editor

Click the color chip to open the Color Editor. Here you can choose preset colors or gradients.



Current Color

Displays the currently selected color or gradient. Click on the Current Color to open a Color Picker.

Default Colors

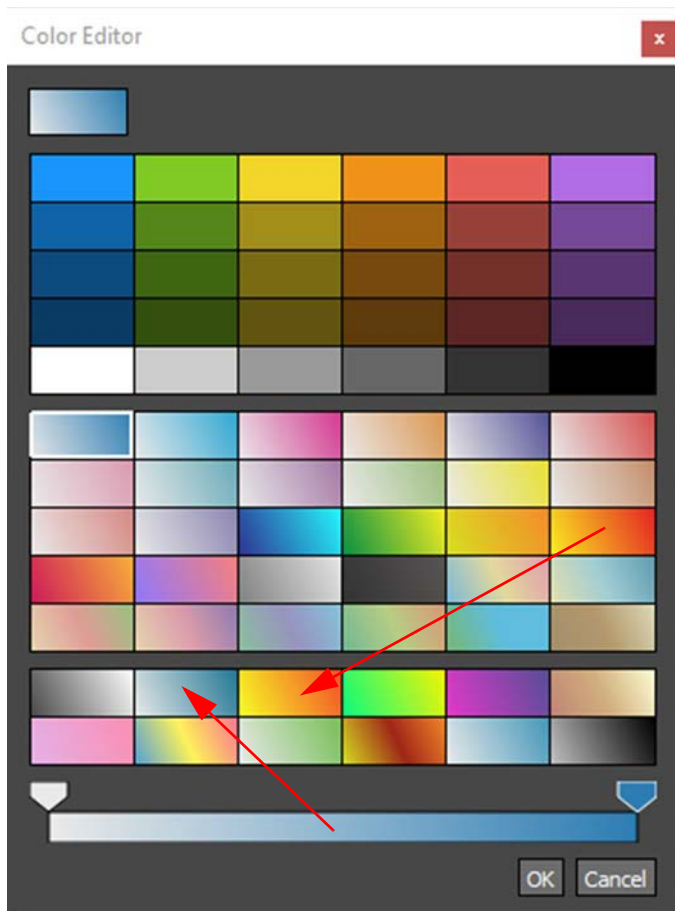
Five rows of default colors are provided.

Default Gradients

Five rows of default gradients are available.

User Colors

Save your own set of favorite colors or gradients in the bottom two rows of user colors. Click, drag and release from a color preset, gradient preset or the Gradient Editor to store the User Colors.



Gradient Editor

Adding Colors To Gradients

Add colors to the gradient by dragging and dropping from the Default Colors or the User Colors onto an open spot in the Gradient Editor.

Replacing Colors In Gradients

Replace existing gradient colors by dragging and dropping a color over an existing gradient marker.

Changing Gradient Colors

Change the gradient colors by clicking on a gradient marker and then selecting a new color in the Color Picker.



To select a gradient color with transparency:

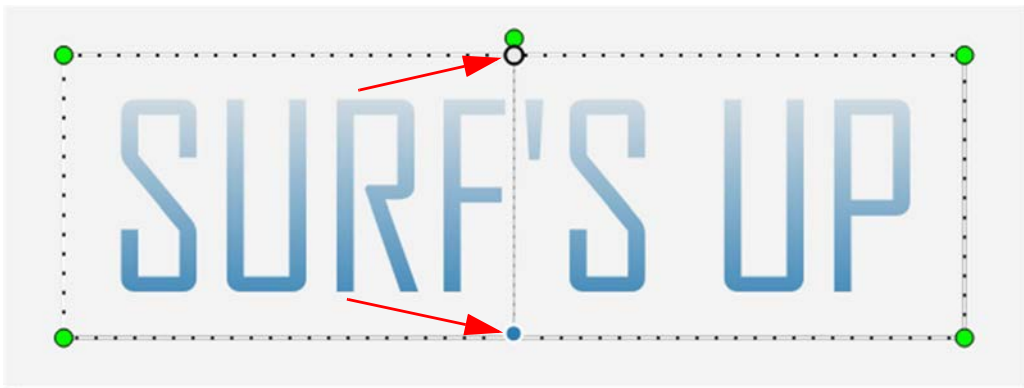
- **Mac:** Adjust the Opacity control in the color picker.
- **Windows:** Adjust the Alpha control in the color picker.

Deleting Gradient Markers

Delete gradient markers by hovering over a marker and pressing Delete/Backspace. However, the far left and right gradient markers can't be deleted.

Adjusting Gradient Direction and Magnitude

When a gradient has been added to an object, two gradient on-screen controls appear--one control represents the start of the gradient and the other, the end. Drag the gradient on-screen controls to adjust the gradient's direction and magnitude. Hold **Ctrl/Cmd** while dragging to limit the on-screen control's movement within the text box.

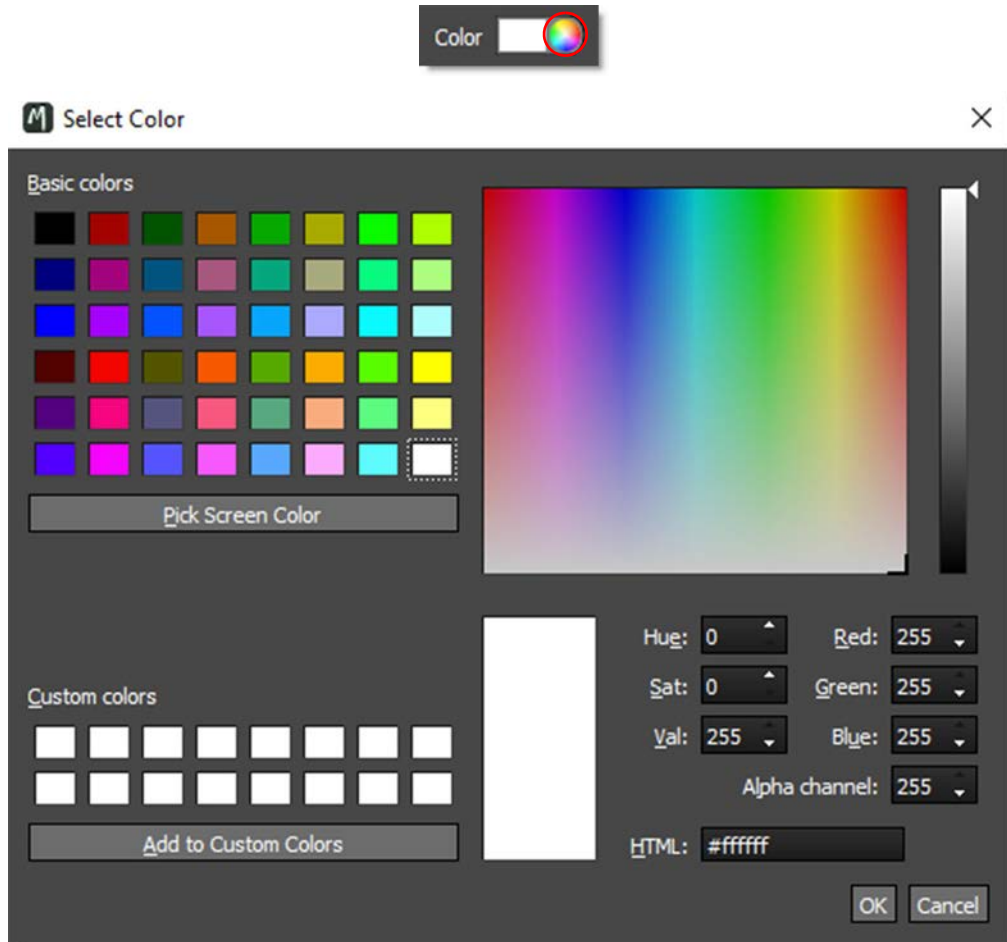


Resetting the Gradient

Reset the gradient on-screen controls by right-clicking the object in the Edit tool and selecting Reset Gradient.

Color Picker

Click the color wheel icon to open the operating system's color picker.



Line

Width

Sets the line width.

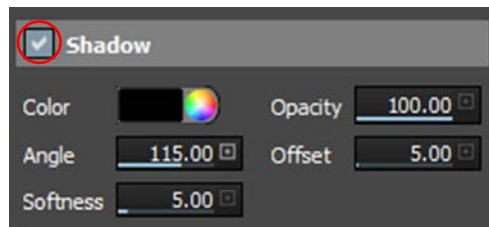
Type

Selects the line type: Rounded Ends, Square Ends, Single Arrow or Double Arrow.

Shadow

Enable

Enables the shadow.



Color

Sets the shadow color.

Opacity

Sets the shadow opacity.

Angle

Sets the shadow angle.

Offset

Sets the shadow offset.

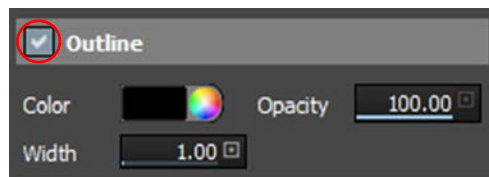
Softness

Sets the shadow softness.

Outline

Enable

Enables the outline.



Color

Sets the outline color.

Opacity

Sets the outline opacity.

Width

Sets the outline width.

Effect

Opacity

Sets the object opacity.

Blur

Sets the object blur.

Blend Mode

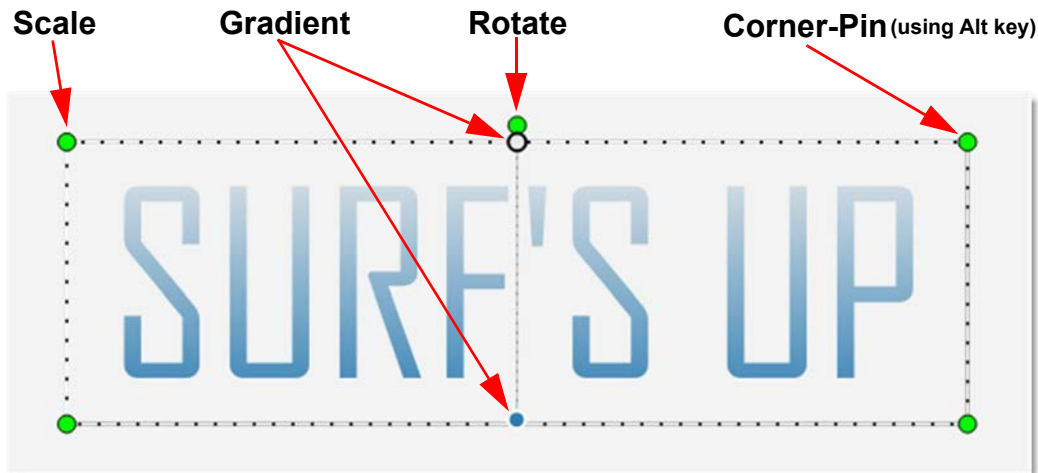
Sets the object blend mode.

The following blend modes are available: Normal, Add, Difference, Multiply, Screen, Overlay, Exclusion, Lighten, Darken, Color Dodge, Color Burn, Hard Light, and Soft Light.

Go to [Blend Modes](#) for explanations of the various modes.

Transforming Objects

Position, Scale, Rotate, and Corner-Pin using on-screen controls.



Object Transform On-Screen Controls

Shortcut	Action
Drag the object	Moves the object
Shift -Drag the object	Constrain object movement horizontally or vertically
Drag a corner point	Scales the object
Shift -Drag a corner point	Proportionally scales the object
Drag the top center point	Rotates the object
Ctrl/Cmd -Drag the top center point	Rotates the object with finer control
Ctrl/Cmd -Drag gradient controls	Limits the control's movement within the text box
Alt -Drag a corner point	Corner-pins the object
Right-Click Object > Reset Corner Pin	Resets corner-pin adjustments
Right-Click Object > Reset Rotation	Resets rotation adjustments
Right-Click Object > Reset Scale	Resets scale adjustments
Arrow Keys	Moves the object 1 unit
Shift-Arrow Keys	Moves the object 10 units

Parameter Adjustments

Numeric Controls

Numeric controls can be adjusted in the following ways:

- **Click and drag on a numeric field.**



- **You can adjust with finer precision by pressing Ctrl/Cmd while dragging.**
- **Click on the number, type in the desired value and hit Enter.**
- **Hover the cursor over a numeric field and use the mouse scroll wheel to make the adjustment. Scrolling up raises the value while scrolling down lowers it.**

Pop-up Menu

Pop-up menus can be adjusted in the following ways:

- **Click on the pop-up menu and make a selection.**
- **Hover the cursor over a pop-up menu and use the mouse scroll wheel to change the selection.**

Viewer

The Viewer is where text and objects are viewed, edited and manipulated.



Zoom In (I)

Zooms the image in.

Zoom Out (O)

Zooms the image out.

Note: You can also zoom in and out using the mouse scroll wheel when over the image.

Zoom to Fit (F)

Fits the entire image inside the Viewer.

Pan

Space Bar-drag pans the image left, right, up or down.

Viewer Keyboard Shortcuts

<u>Shortcut</u>	<u>Action</u>
Middle-mouse drag	Pans the image
Space Bar -drag	Pans the image
I	Zooms the image in
O	Zooms the image out
Scroll wheel over image	Zooms the image in and out
F	Fits the image to the window
Alt -click overlapping stacked objects	Cycles the selection of stacked objects

Windows and Adjustments

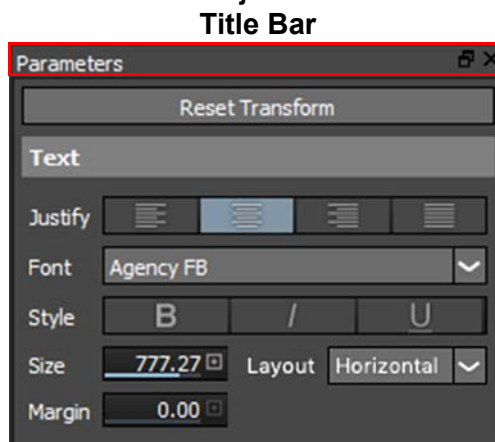
The Markup interface contains multiple windows. Windows can be closed, torn off to be a floating window, or moved to a new location.

Opening and Closing Windows:

- Double-click on a window's title bar to make it a floating window.
- A floating window can be re-docked by double-clicking its title bar.
- Click the Close (X) icon to close a window.
- Once a window has been closed, it can be reopened by selecting it from the Window pull-down menu.

Moving Windows:

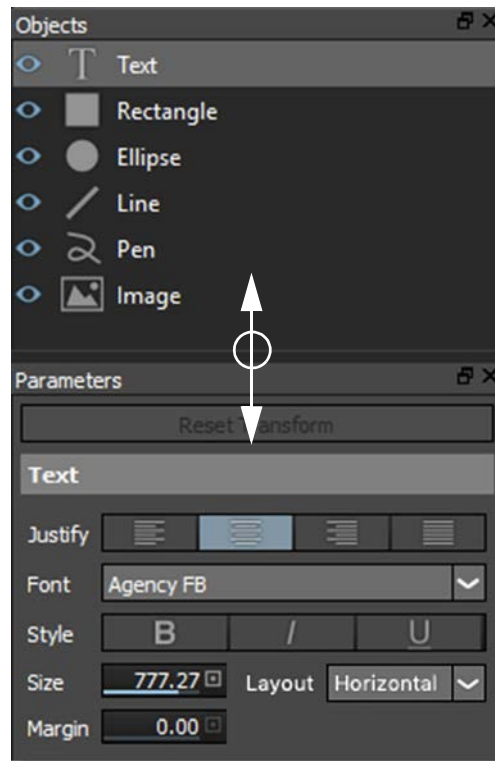
- Click and drag a docked window's title bar and place it in a new location in the user interface. Note how the interface adjusts to accommodate the moved window.



- Click and drag a floating window's title bar and place it in a new location.
- If you drop the window in the center of an existing window, a tab will be created so that both windows will share the same space.

Sashes

By clicking and dragging the sashes, dividing lines between areas of the screen, you can customize the Markup interface.



Tool Tips

Hovering the cursor over an icon will pop up a tool tip that displays its function.



Numeric Fields

Drag on a numeric field to adjust the value. You can adjust any value with finer precision by pressing Ctrl/Cmd while dragging.



PULL-DOWN MENUS

File

Markups

A Markup takes a snapshot of the objects and their parameter settings. Markups can be saved and loaded and are independent of the image they were originally applied to.

Open Markup

Opens a previously saved Markup.

Save Markup As

Saves a Markup.

Edit

Undo/Redo

Undo or redo operations.

Cut/Copy/Paste/Duplicate

Cut, Copy, Paste or Duplicate objects.

Delete

Deletes the selected objects.

Select All

Selects all objects.

Deselect All

Selects all objects.

Insert Metadata (Ctrl/Cmd-I)

Adds EXIF metadata to a text box.

View

Zoom In (I)

Zooms the image in.

Zoom Out (O)

Zooms the image out.

Zoom to Fit (F)

Fits the image to the window.

Show Grid (Ctrl/Cmd-G)

Displays a grid.

Snap to Grid (Ctrl/Cmd-Shift-G)

Snaps objects to the grid.

Window

The Markup user interface is broken up into individual windows which can be opened or closed by selecting or deselecting them from the Window menu. The following windows can be opened or closed:

Objects

Opens or closes the Objects window.

Parameters

Opens or closes the Parameters window.

Reset

Resets the window layout the next time Markup is started.

Help

User Guide

Opens the Markup user guide.

Help Shortcuts

<u>Shortcut</u>	<u>Action</u>
F1	Opens the Markup user guide

About

Shows the Markup version.

License

Opens the Deactivation window which has two choices: Internet Deactivate and Advanced Options.

BLEND MODES

Blend modes are used to combine images in a variety of different ways.

Normal

Edits each pixel to make it the result color. This is the default mode. Changing the opacity results in a mix between two layers.

Add

The pixels of one image are added to another image

Difference

Looks at the color information in each channel and subtracts either the blend color from the base color or the base color from the blend color, depending on which has the greater brightness value. Blending with white inverts the base color values; blending with black produces no change.

Multiply

Looks at the color information in each channel and multiplies the base color by the blend color. The result color is always a darker color. Multiplying any color with black produces black. Multiplying any color with white leaves the color unchanged.

Screen

Looks at each images color information and multiplies the inverse of the two images. This looks kind of like the Add blend mode, but highlights are retained.

Overlay

Multiplies or screens the colors, depending on the base color. Patterns or colors overlay the existing pixels while preserving the highlights and shadows of the base color. The base color is not replaced, but mixed with the blend color to reflect the lightness or darkness of the original color.

Exclusion

Creates an effect similar to but lower in contrast than the Difference mode. Blending with white inverts the base color values. Blending with black produces no change.

Lighten

Looks at the color information in each channel and selects the base or blend color—whichever is lighter—as the result color. Pixels darker than the blend color are replaced, and pixels lighter than the blend color do not change.

Darken

Looks at the color information in each channel and selects the base or blend color—whichever is darker—as the result color. Pixels lighter than the blend color are replaced, and pixels darker than the blend color do not change.

Color Dodge

Looks at the color information in each channel and brightens the base color to reflect the blend color by decreasing contrast between the two. Blending with black produces no change.

Color Burn

Looks at the color information in each channel and darkens the base color to reflect the blend color by increasing the contrast between the two. Blending with white produces no change.

Hard Light

Multiplies or screens the colors, depending on the blend color. The effect is similar to shining a harsh spotlight on the image. If the blend color (light source) is lighter than 50% gray, the image is lightened, as if it were screened. This is useful for adding highlights to an image. If the blend color is darker than 50% gray, the image is darkened, as if it were multiplied. This is useful for adding shadows to an image.

Soft Light

Darkens or lightens the colors, depending on the blend color. The effect is similar to shining a diffused spotlight on the image. If the blend color (light source) is lighter than 50% gray, the image is lightened as if it were dodged. If the blend color is darker than 50% gray, the image is darkened as if it were burned in.

KEYBOARD SHORTCUTS

Help

Shortcut	Action
F1	Opens the Markup user guide

Grid

Shortcut	Action
Ctrl/Cmd-G	Displays a grid
Ctrl/Cmd-Shift-G)	Snaps objects to the grid

Object Transform On-Screen Controls

Shortcut	Action
Drag the object	Moves the object
Shift-Drag the object	Constrain object movement horizontally or vertically
Drag a corner point	Scales the object
Shift-Drag a corner point	Proportionally scales the object
Drag the top center point	Rotates the object
Ctrl/Cmd-Drag the top center point	Rotates the object with finer control
Ctrl/Cmd-Drag gradient controls	Limits the control's movement within the text box
Alt-Drag a corner point	Corner-pins the object
Right-Click Object > Reset Corner Pin	Resets corner-pin adjustments
Right-Click Object > Reset Rotation	Resets rotation adjustments
Right-Click Object > Reset Scale	Resets scale adjustments
Arrow Keys	Moves the object 1 unit
Shift-Arrow Keys	Moves the object 10 units

Text

<u>Shortcut</u>	<u>Action</u>
Alt-Left and Right Arrows	Adjusts character spacing (kerning)
Alt-Up and Down Arrows	Adjusts line spacing (leading)
Alt-Shift-Left and Right Arrows	Adjusts character spacing (kerning) 10x more
Alt-Shift-Up and Down Arrows	Adjusts line spacing (leading) 10x more
Alt-Drag up/down on selected characters	Changes the size of selected characters
Ctrl-A	Selects all text

Viewer

<u>Shortcut</u>	<u>Action</u>
Middle-mouse drag	Pans the image
Space Bar -drag	Pans the image
I	Zooms the image in
O	Zooms the image out
Scroll wheel over image	Zooms the image in and out
F	Fits the image to the window
Alt -click overlapping stacked objects	Cycles the selection of stacked objects

