

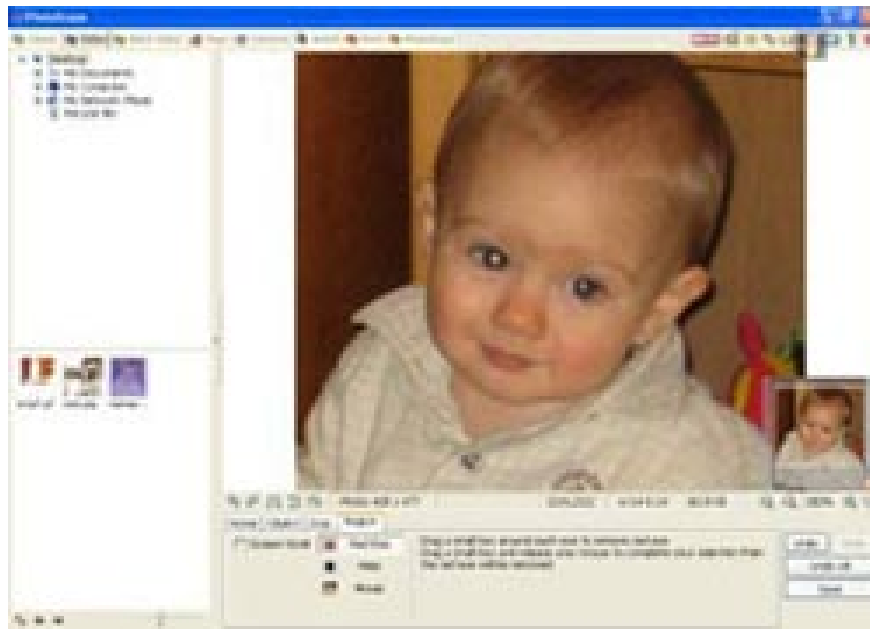
Eliminate red-eye effect and make animated images with Photoscape

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When photographing in low light conditions, photographers often use flash to enhance the light, which causes red-eye phenomenon, because the photographer's eyes reflect the light of the flash. . To overcome this problem, you may have many ways to prevent the light of the lamp from shining directly into the human eye. However, when there is no chance to take a photo again, you can use Photoscape to correct the recently mentioned photos quickly.

After installing Photoscape, you open the image you want to fix with the Editor function. In the left window, select the drive, the folder containing the image, and then click on the image to edit to see it in larger mode in the right window.

To correct it, enlarge the photo to be close to the eye area with the '**zoom in**' function (click on the + or - or Ctrl +, Ctrl - to zoom in, zoom out), then press into the **Region** tab.



Next, click on the '**Red Eye**' tool and then use the mouse to drag (move the mouse while holding down the mouse button) create a small box right where the eye of the eye and release the mouse button. The small box you create on the eye of the eye will immediately look red on the pupil and replace it with black. A special feature of this function is that it does not change the color in other red colored areas in the eye.

To create an animation, you must first design several photos, each of which will serve as an animation frame. Suppose you need to design an animation of 5 frames, create 5 equal size images and name them from 1 to 5. After that, open the ' **AniGif** ' tool and press the ' **Add** ' button to insert photos into Photoscape (if you want to show the photos in the animation first, insert them first).

Finished inserting, you see 5 frames displayed in the order they were inserted. At this point, you need to adjust the display time of each frame and the desired effect. Click the ' **Change time** ' button and then tap the ' **Display time** ' box to set the time. Select the ' **Change display times for all frames** ' button if you want to adjust the same time for all frames in the animation, select the ' **Change only display times of the selected frame** ' button if you just edit a particular frame. The newly created animation will display each frame in turn with no effect. Click on the ' **Change effect** ' button and select the animation effects as you like. Photoscape's built-in effects include: moving frames back and forth, up / down, fade frames, etc. Finally, press the **Save** button to save the image you just made, the animation will automatically save. in .gif format.

Photoscape has some other good tools like :

- **Batch editor** : Use automatic frames for photos and process images very professionally.
- **Page** : Create a photo page from a combination of multiple photos.
- **Viewer** : Performing images in order (slideshow).
- **Rename** : Rename and color mode (mode) automatically.
- **Screen Capture** : Take a screenshot (exactly in any area).

Photoscape version 3.0 has a capacity of 10,639 MB, compatible with Windows 98 / ME / 2000 / XP / 2003 / Vista. Download it for free at http://photoscape.co.kr/ps/main/PhotoScapeSetup_V3.0.exe.

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