PhotoBitzz

USER MANUAL

Table of Contents

INTRODUCTION

What is PhotoBitzz

PhotoBitzz is a graphical composition editing software produced and published by DBSoft.

How does it work

PhotoBitzz can be used to create Image compositions that hold a very large number of images, up to tens of thousands. This is done by creating a defined number of variations of user-defined images (Bitzz). Each variation is a unique semi-random transformation of the original images using different transformation types and filters (resize, rotate, border, flip, HSL change, brightness, opacity, etc). For each transformation a change of occurrence and min/max random range can be defined.

Fig. 1 : Example of a typical PhotoBitzz composition

THE STRUCTURE OF A COMPOSITION

A PhotoBitzz composition consists of multiple layers stacked on top of each other, being one background layer and up to ten (only in the professional edition) Bitzz layers. The background layer can either be an imported image or user-created in PhotoBitzz. Bitzz layers are the place where the actual composition is rendered.
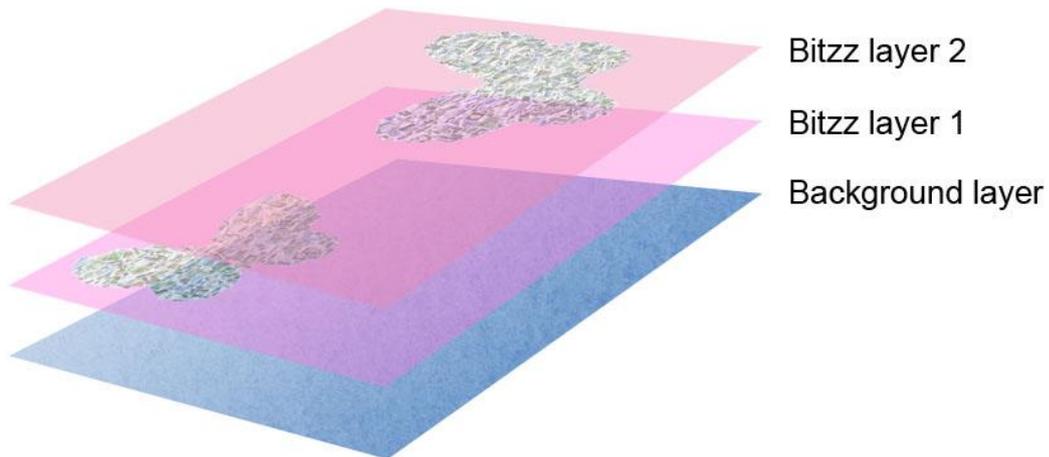

Fig. 2 : Structure of a PhotoBitzz composition

CREATING A NEW COMPOSITION

A new composition can be created by either clicking the 'New' button or one of the Quick Projects buttons on the composition menu tab. The 'New' button will create a blank new composition of the selected size, the quick projects buttons will start a wizard that will help you through the necessary steps to create a completely finished composition. Quick project types are :

- Photo collages
- Mosaic
- Photo Wall

Compositions created with quick projects can still be modified and fine-tuned.

EDITING THE BACKGROUND LAYER

The background layer can be modified by the various lists and button in the "background" tab from the ribbon menu.

Fill style	Allows you to fill the background with a solid color, a color gradient or an image
Themes	Select a predefined background and foreground color theme.
Background color Foreground color	Change background or foreground color.
Hex	Change background or foreground color by pasting the hexadecimal color code.
Pattern	Select a pattern overlay for the background layer.
Object	Select an object overlay for the background layer.
Text	Define a text overlay for the background layer.

EDITING BITZZ LAYERS

All tools for editing Bitzz layers can be found in the "Bitzz" tab from the ribbon menu on top of the screen.

Working with multiple Bitzz layers

Users with a Professional license will have the option in this tab to select the currently active Bitzz layers. There is also the possibility to rename each of the 10 Bitzz layers.
Users with a Personal or Home Edition will not get this option. These versions work with 1 Bitzz layer only.

Creating compositions : What, Where, How ?

Before rendering a collage, 3 things must be defined:

- What : what images must be used and how must they be transformed. This is defined by clicking the "Bitzz" button.
- Where : where should the transformed images be rendered on the composition. This is defined by clicking the "Region" button.
- How : How should the images to rendered on the composition. This is defined by clicking the "Render options" button.

For each of the 10 Bitzz layers you can define different Bitzz, Regions and Render Options. After setting up Bitzz, regions and options, you can press the "Render" button to start creating the collage or "Clear" to remove the current collage from the layer.

Bitzz

The form for setting up Bitzz has 2 tabs. In the first tab you specify the source images that should be used to create the collage. In the second tab you can define the variations, transformations and effects that should be randomly applied.

Number of variations : this is the actual number of different variations that should be created for each source image.

Transformations and effects : for each transformation and effect you can specify 3 things:

- Change of occurrence : the change in % that the selected transformation will occur.
- Minimum and maximum range : the min and max values between which a random value will be selected for the selected transformation or effect.

Region

The region form is where you define the place in the composition where the Bitzz should be placed. You can either import a PNG file as a region or you can paint/erase a new region, or a combination of both. Bitzz will be rendered according to the color of the region :

- Transparent : no bitzz will be rendered
- Black : Bitzz will be rendered, size of the bitzz will be between the min. and max. resize value defined in the bitzz form.
- White : Bitzz will be rendered, size of the bitzz will be the minimum resize value defined in the bitzz form.
- Gray : Bitzz will be rendered, size of the bitzz will be between the min. resize value defined in the bitzz form, and a maximum value that is proportional to the grayscale. (see Fig. 3)

Mininum resize value

Maximum resize value

Fig. 3

The render options form is where you define how the bitzz will be rendered on the composition:

Random : a given number of bitzz will be randomly placed inside the specified region.
Grid pattern : bitzz will be rendered in rows and columns inside the specified region.

CHANGING VIEW

The "View" tab in the ribbon menu on top of the screen allows you to change your current view of the composition.

- Fit : fits the entire composition on screen
- Actual size: shows the entire composition in its actual size
- Zoom : allows you to zoom in or out and scroll over the composition

SAVING AND EXPORTING

The "composition" tab allows you to save the current composition into a binary .Bitzz project file. This saves the current state and all settings of the composition project.

Export allows you to export the current composition as a JPG, PNG or PSD file.
PSD export is only available in the professional version.

WORKING WITH PHOTOBITZZ

We recommend following some of the many tutorials that can be found on the PhotoBitzz website.