PIXELMATOR FOR IPAD – HELP

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Pixelmator.

Pixelmator 2

Get started. 4

Pixelmator at a glance 4
Create or open an image. 6
Basic gestures 7
Tap *7*
Scroll and swipe *7*
Drag *8*
Pinch open to zoom in *9*
Pinch closed to zoom out *9*
Undo and redo changes 10
Undo and redo actions. *10*
Use Handoff with Pixelmator 10

Retouch and adjust colors 11

Retouch 11
Distort 11
Distort an image *12*
Distort using gestures *12*
Adjust colors *13*
Apply effects 16
Apply an effect *18*

Paint, smudge and erase 20

Paint 20
Paint on an image or blank canvas *20*
Smudge 21
Erase *21*
Choose colors *22*

Add images, text and shapes 23

Objects overview 23
Add an object *23*
Add and edit images 23
Add an image *23*
Add and edit shapes 24
Add a shape *24*
Adjust the features of a shape *26*
Add, edit, and format text 28
Create a new text box *28*
Select words or paragraphs *28*
Place the insertion point *28*
Copy and paste text *29*
Change text appearance 29
Set the alignment and spacing *30*
Change an object's appearance *30*

Arrange, resize, rotate and align 31

Arrange and lock objects 31
Rearrange objects *31*
Lock and unlock objects *31*

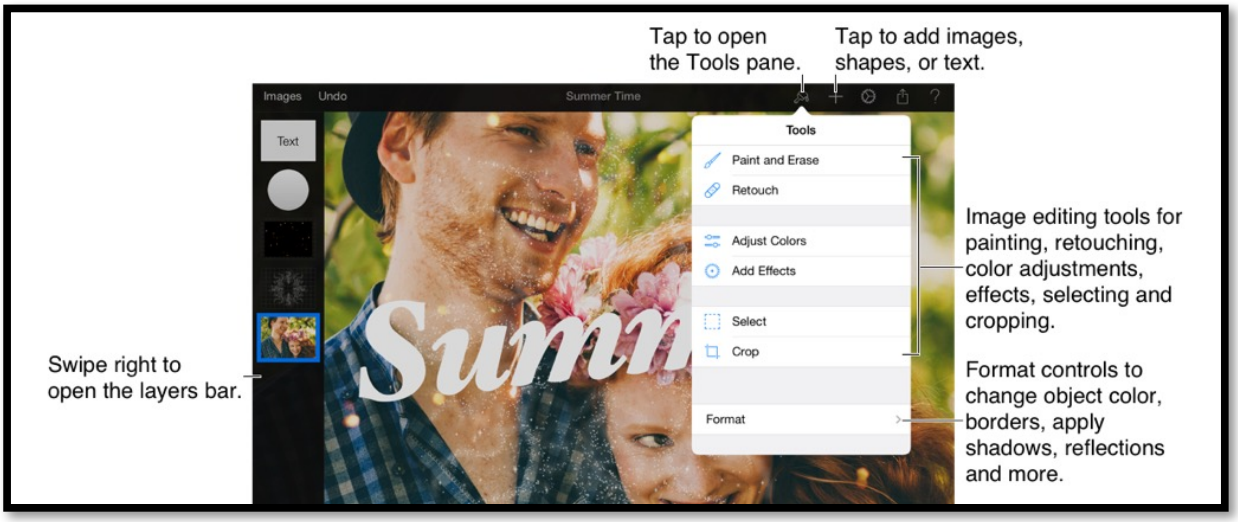
Resize, rotate, or flip an object ... 32
Resize an object ... *32*
Rotate a shape, text box, or image ... *32*
Flip a shape, text box, or an image ... *32*
Crop and straighten images ... 32
Crop and straighten an image ... *32*
Change image size ... 33
Set an image size and orientation ... *34*
Advanced features ... 35
Selection tools ... 35
Create a selection ... *35*
Refine a selection ... *37*
Layers ... 37
Create layers ... *37*
Duplicate layers ... *37*
Show or hide layers ... *37*
Cut or copy and paste layers ... *38*
Delete layers ... *38*
Apply a layer style ... *38*
Group and ungroup layers ... *39*
Lock layer transparency ... *39*
Blending modes ... 39
Apply a blending mode to layers and objects ... *39*
Manage images ... 40
Organize images into folders ... 40
Create a folder ... *40*
Remove an image from a folder ... *40*
Rename a folder ... *40*
Sort images by name or date ... *40*
Duplicate or rename an image ... 40
Rename an image ... *40*
Duplicate an image ... *41*
Delete an image ... 41
Delete an image ... *41*
Share and print images. ... 42
Use iCloud with Pixelmator ... 42
Set up Pixelmator to use iCloud ... *42*
Send a copy of an image ... 42
Send a copy ... *43*
Print an image ... 43
Print an image ... *43*
Open an image in another app ... 43
Open your image in another app ... *43*
More help ... 44
Email us ... 44
Pixelmator Support Community ... 44

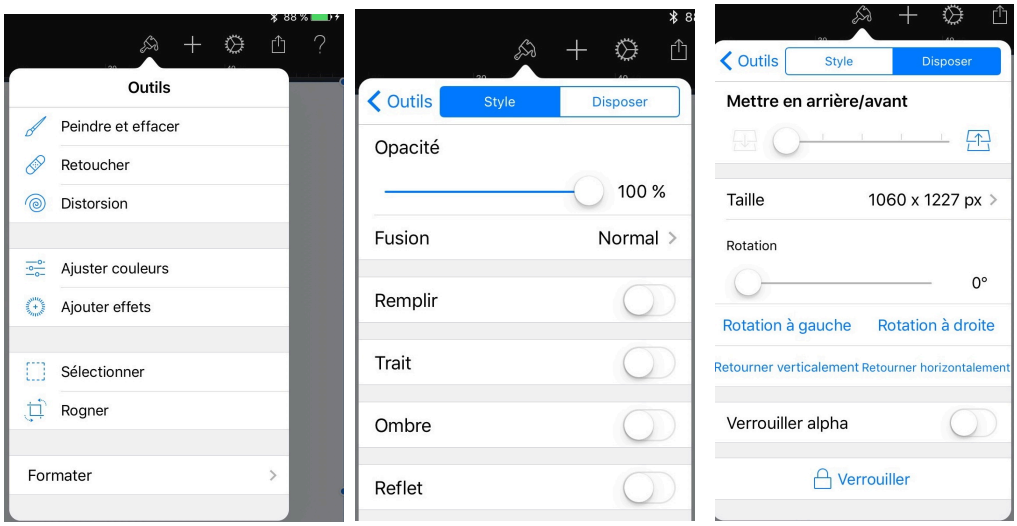
Get started.

Pixelmator at a glance

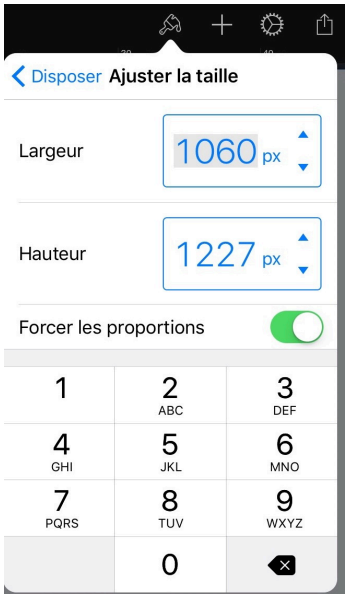
Pixelmator makes it easy to create, edit, and enhance your pictures. You can begin with photos from your collection, use one of the beautifully designed templates, or start with a blank canvas. Then start creating: choose any of the editing tools to paint, retouch, distort, adjust colors, add effects, crop, and rotate. Also, you can easily add more photos, shapes, and text.

If you don't know where to start, pick one of the templates. Each template comes with predesigned styles – coordinated sets of colors, borders, effects, and so on. Just add your photos, or if you feel more creative, you can modify the template however you like.





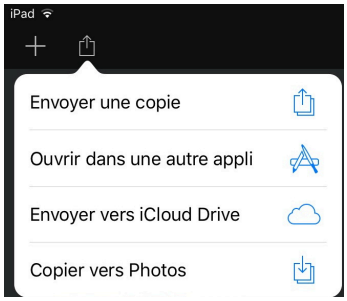
Outil formater.

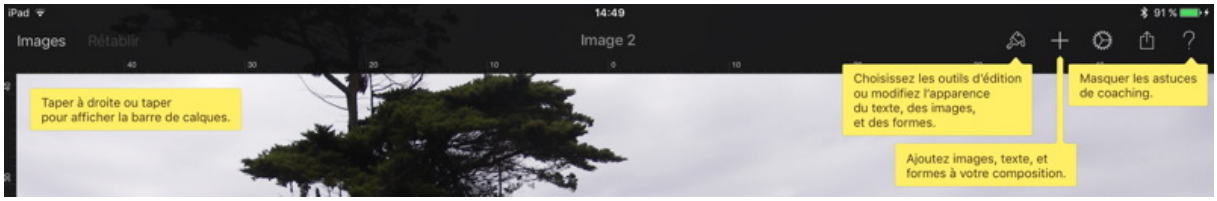


Outil formater.

When you tap an option in the Tools popover, you enter an editing mode. For example, when you tap "Paint and Erase," you enter the painting mode. The painting mode shows the tools for painting and erasing. To try another mode, tap Done and choose another option from the Tools popover.

The Format option in the Tools popover displays style controls to customize the selected object's appearance however you like.

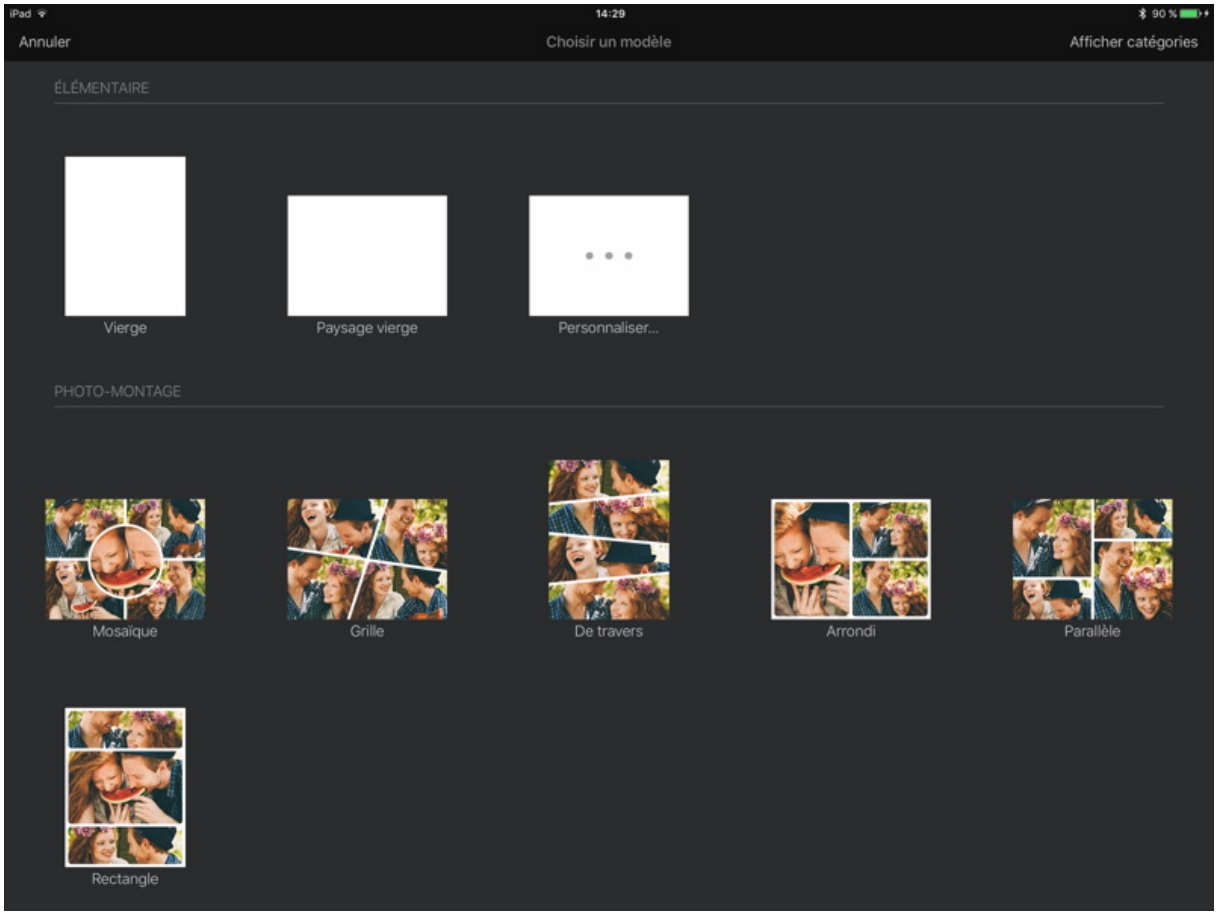




Create or open an image.

Pixelmator comes with predesigned templates. A template can be basic (a blank canvas in landscape or portrait format), or have a predesigned set of elements for creating an image composition – a layout, placeholder images, text, and so on. Placeholders give you an idea of what an image created with the template might look like when you use it. After you choose a template, you can add your own content, including text, photos, shapes, and more.

You can also use Pixelmator to open and edit images created with Adobe Photoshop with layers, as well as images in JPEG, PNG, PDF, and TIFF file formats.

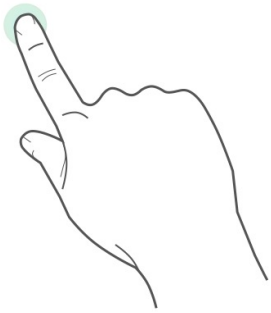


Basic gestures

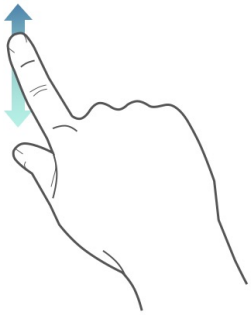
Finger gestures are crucial to using Pixelmator on your iPad. These are the gestures you need to know:

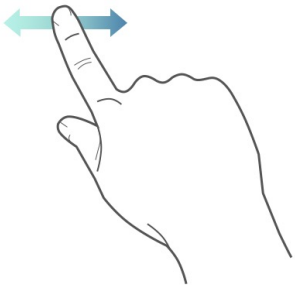
Tap

Using one finger, quickly and firmly touch the screen, then lift your finger. Use this gesture to select an object or activate a button. By tapping on a toolbar or layers bar, you can quickly hide them to enter the full screen.



Scroll and swipe

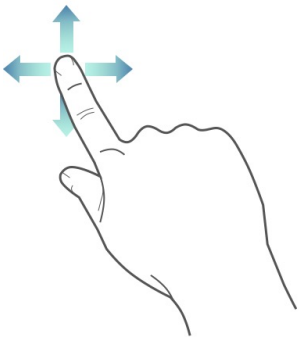




Slide one finger up and down or side to side on the screen to move the content within the screen or within a window. This action allows you to see items that are currently beyond the edges of the screen or more options within a window. Scroll quickly by swiping one finger rapidly across the screen.

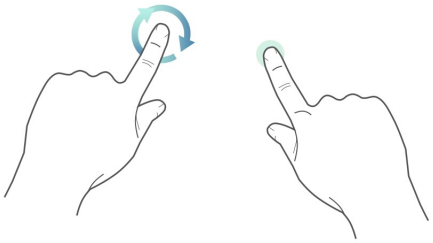
Drag

Drag your fingers on the screen to pan, brush, retouch, select, move, rotate, and resize objects.

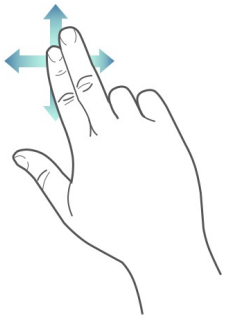


To move an object, touch and hold your finger on the object, then drag it to where you want it. To resize an object, tap it, then drag the selection handles to resize it.

To rotate an object, touch and hold the object with two fingers, then turn your hand in the direction you want to rotate an object. After you start rotation, you can continue by dragging with a single finger. Use both hands if it's easier.

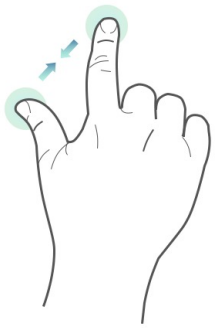


To pan the canvas, touch and drag the canvas with one finger when nothing is selected. When something is selected, use two fingers.



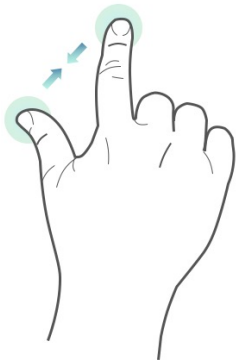
Pinch open to zoom in

Place two fingers on the screen and spread them apart. This action allows you to see an element of your image close up. Pinch open quickly to immediately increase the image size to 200%. If you want an in-between size, pinch open more slowly. An indicator displays the current image magnification as you pinch.



Pinch closed to zoom out

Place two fingers on the screen and bring them together. This action allows you to see more items on the screen. Pinch closed quickly to immediately reduce the image size to fit the screen. If you want an in-between size, pinch closed more slowly. An indicator displays the current image magnification as you pinch.



Undo and redo changes

You can undo any changes and redo them if you change your mind.

Undo and redo actions.

- To undo the last action, tap Undo on the left side of the toolbar. Tap Undo multiple times to undo all your recent actions.
- To redo the last action you undid, tap and hold Undo, then tap Redo.

Use Handoff with Pixelmator

When your Mac and iOS devices are near each other, you can use Handoff to pass an image you're working on from one to the other. For example, if you're working on Pixelmator image on your iPhone and are near your Mac, you can pick up the image on your Mac and finish it there.

Handoff requires:

- OS X Yosemite, or later on a Mac
- iOS 8, or later on an iOS device
- The same iCloud account and Apple ID on both systems
- Bluetooth 4 (Bluetooth LE) on both systems

When Handoff is set up, you see a Handoff icon in the Dock on your Mac, or in the bottom-left corner of your device's lock screen. You set up Handoff in System Preferences on the Mac and in Settings on your iOS device.

Retouch and adjust colors

Retouch

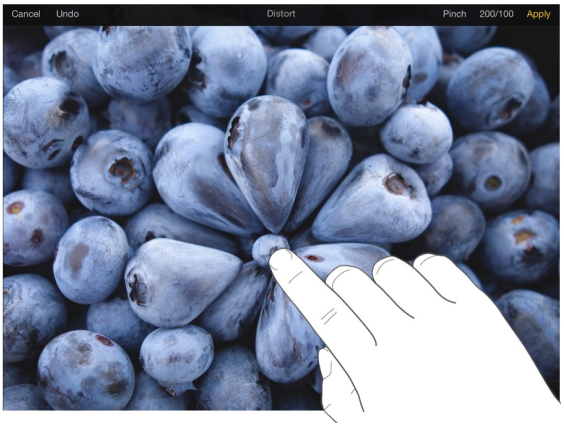
You can use retouching tools to improve specific parts of an image. For example, you could remove dust spots and blemishes, lighten or darken areas, increase color strength, and more.

To retouch, simply choose a tool and paint over the image areas. Zoom in or out of an image to see how much of the photo is changed by a stroke.

Distort

Distorting images can help you correct image imperfections, or you can simply have fun distorting images in multiple ways, like slightly twisting an element, adding an artistic touch, or even completely distorting the entire image.

Pixelmator comes with several distortion tools: Warp, Bump, Pinch, Twirl Left, Twirl Right, and Restore which helps you restore image areas that previously were distorted.



To distort, simply choose a tool and paint, or touch and hold the image areas. Pinch to zoom out to distort larger image areas, or zoom in distort smaller image areas.

Distort an image

1. Tap (outil pinceau) , and then tap Distort.
2. Tap any of the distorting tools, and do the following:
    a. Paint over the image areas you want to distort.
    b. Touch and hold image areas you want to distort.
3. Choose another tool by tapping the tool's title in the top-right of the toolbar.

To restore distorted areas, choose Restore Tool and paint over the image.

Distort using gestures

When you are in the Distort mode, touch and hold two fingers on the screen until the distortion circle appears, the distance between the fingers describes the radius for distortion area. Then, do any of the following:

- Pinch open to bulge selected area;
- Pinch close to pinch the image contents inwards the selected area;
- Drag the circle across the canvas to warp image contents creating a smeared effect;
- Turn your hand right or left to create a twirl effect.

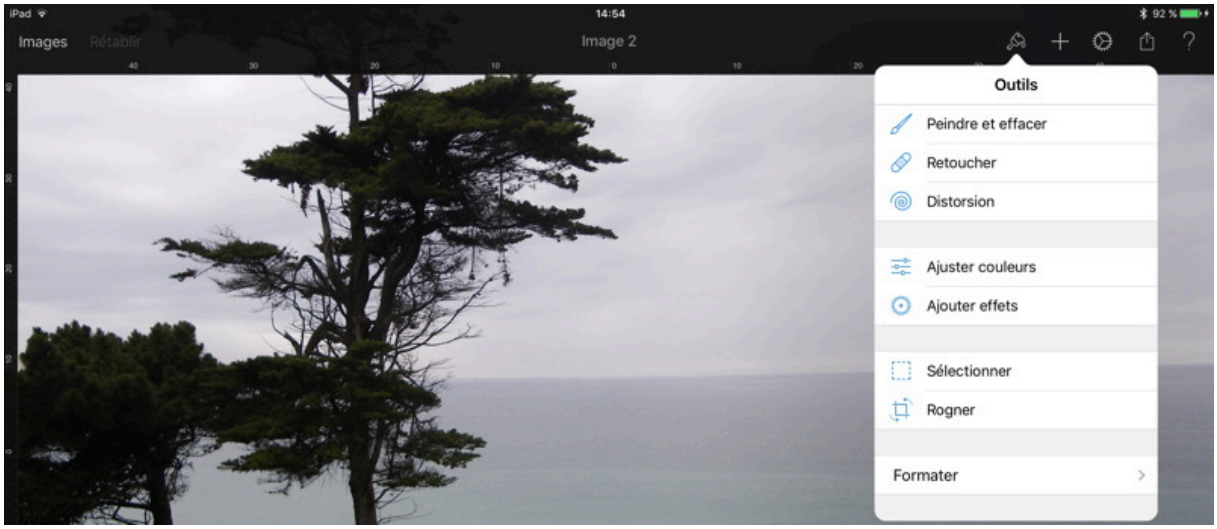
Tip: Zoom out to distort larger image areas, or zoom in distort smaller image areas.

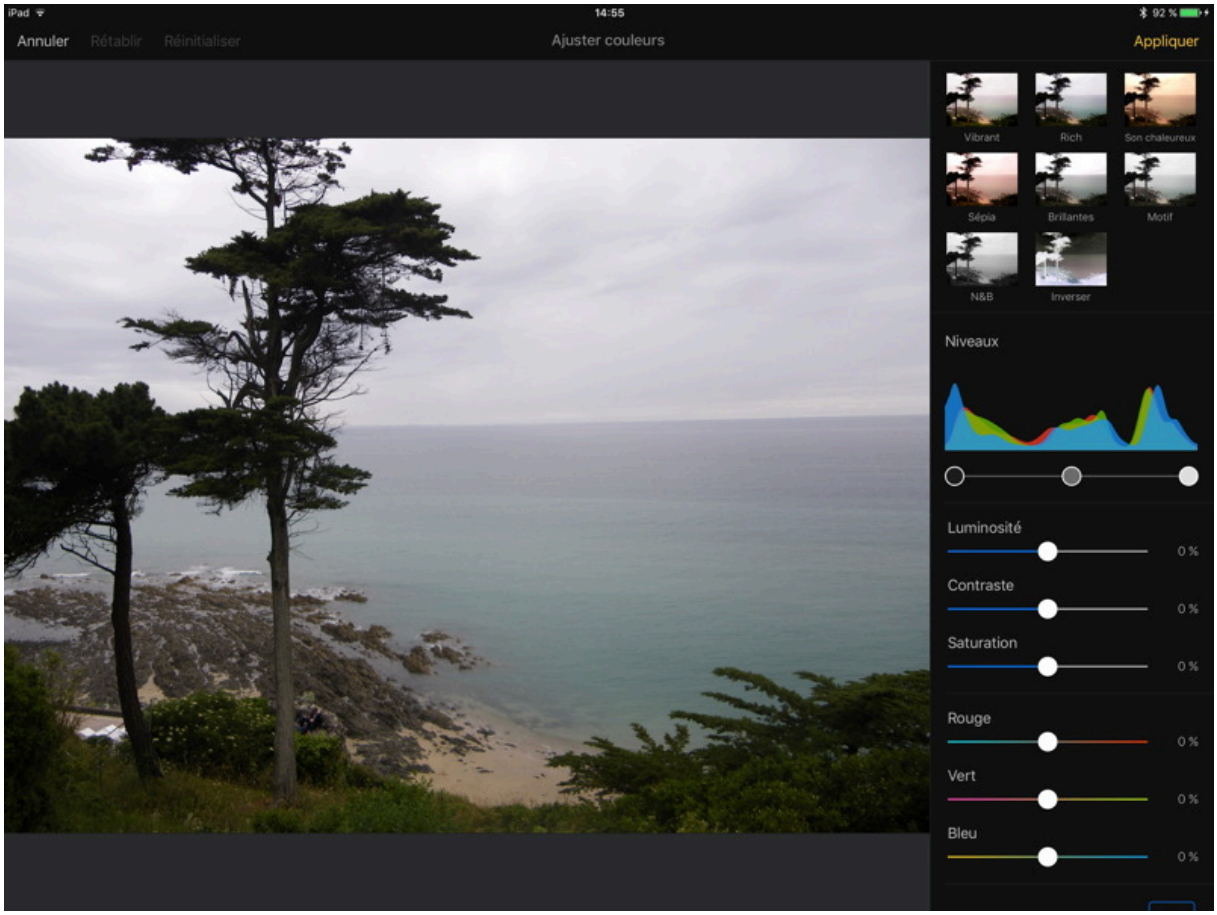
Adjust colors

Easily improve image colors using color adjustment tools. You can apply one of the predesigned color presets with a coordinated set of adjustments, or you can adjust colors using the sliders and histograms.

Before making any color adjustments, it's a good idea to remove any flaws such as dust spots, blemishes, and scratches from the image with retouching tools.

Adjust image colors





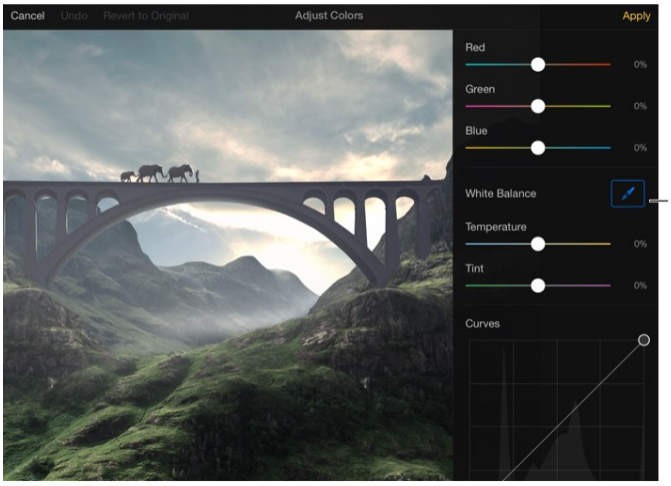
1. Tap (outil pinceau), and then tap Adjust Colors.
2. Tap one of the predesigned color adjustment thumbnails, or do one of the following:

- Drag Levels sliders to set the tonal values of shadows, mid-tones, and highlights in an image. They are useful for adjusting the brightness of an image and for color correction.
- Drag Brightness, Contrast, and Saturation sliders to make simple adjustments to the tonal range of an image.
- Drag Color Balance sliders to change the overall mix of colors in an image.
- Drag Curves handles to adjust the overall tonal and color range in an image.

Tip: You can also correct colors to only a portion of an image. Select the area using any of the selection tools before correcting colors.

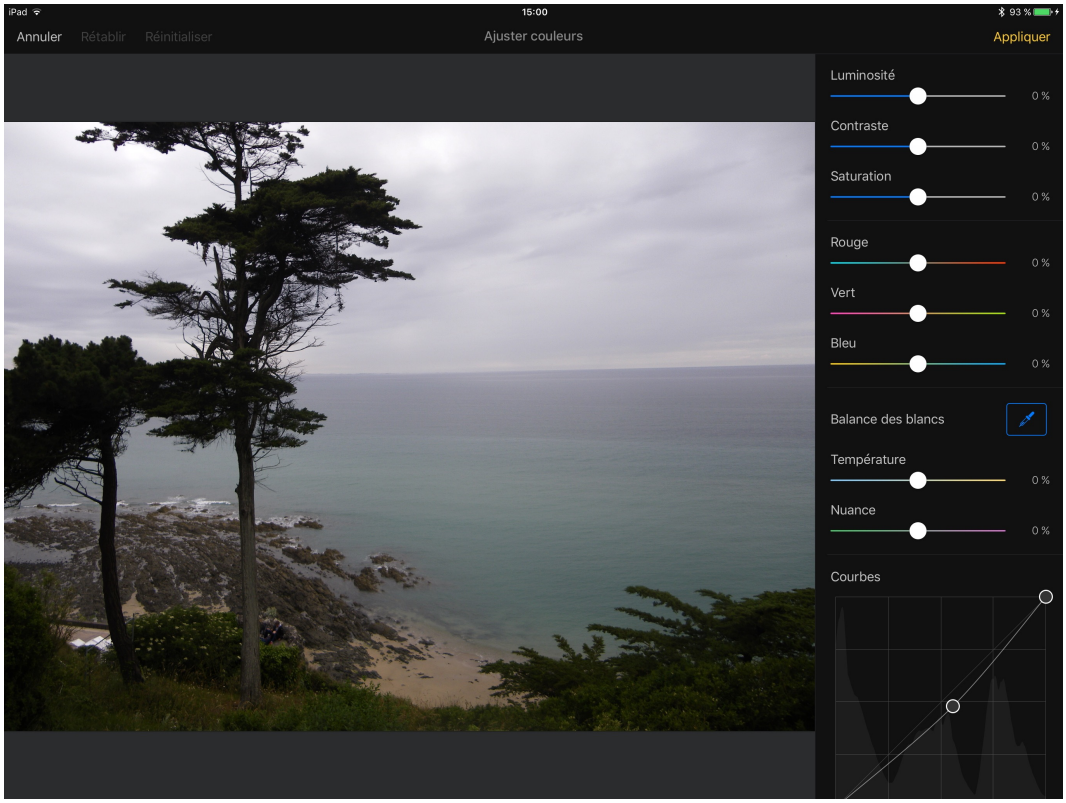
Correct white balance

You can adjust white balance (quickly adjust overall color cast) and compensate for a photo taken in poor lighting conditions (under fluorescent lights, for example).



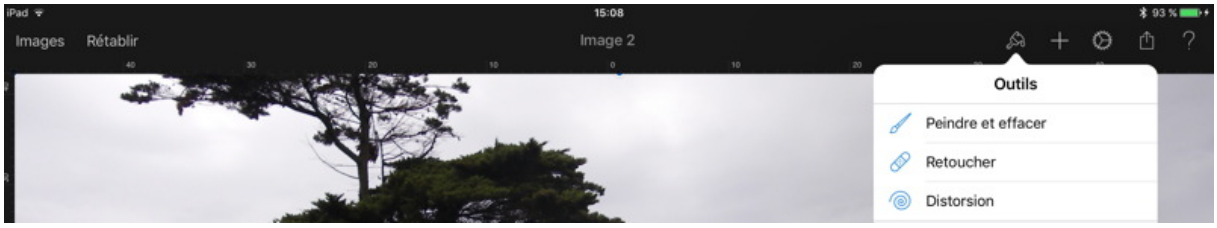
1. Tap (outil pinceau) , and then tap Adjust Colors.
2. Scroll to see White Balance.
3. Tap the Eyedropper, then drag across the canvas to set a custom white balance: drag the Eyedropper to a part of the photo that should be white or neutral gray.
4. Tap Done.

After choosing a white balance option, you can drag the Temperature and Tint sliders to fine tune the image colors.

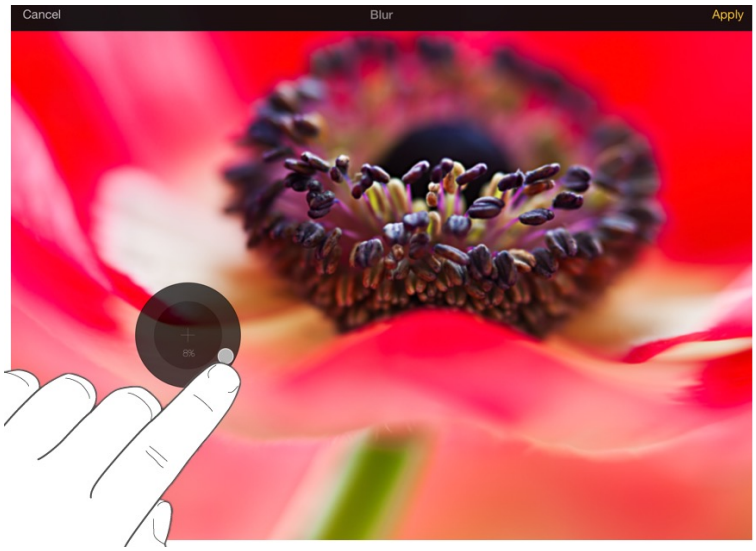


Apply effects

Add gorgeous effects like Blur, Vignette, Vintage, Black & White, Light Leak, Bokeh, Miniaturize, and many more, or even combine different effects for unique, near-effortless artistic creations and see the stunning results real time.



You control effects like Light Leak, Bokeh, Miniaturize, Focus, Bump, Pinch, and Kaleidoscope with a rope by dragging it on the canvas. You can see how the image changes as



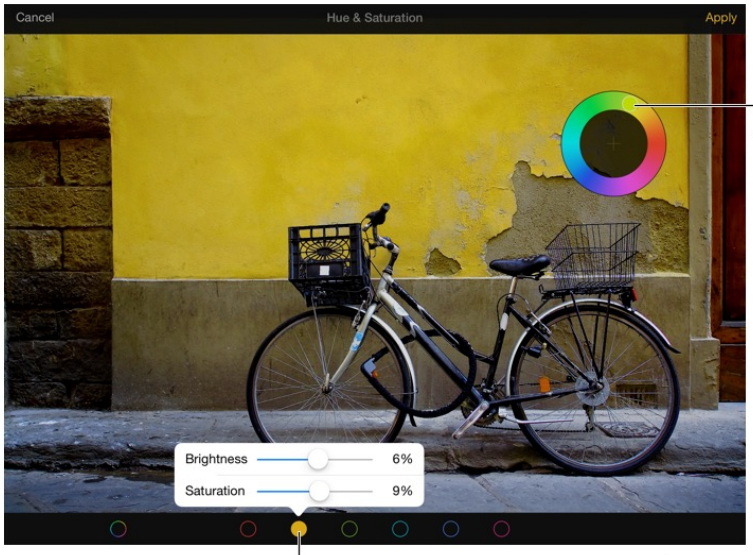
you drag.

You control the Blur, Sharpen, Vignette, and Noise by spinning a wheel to see how the image changes.

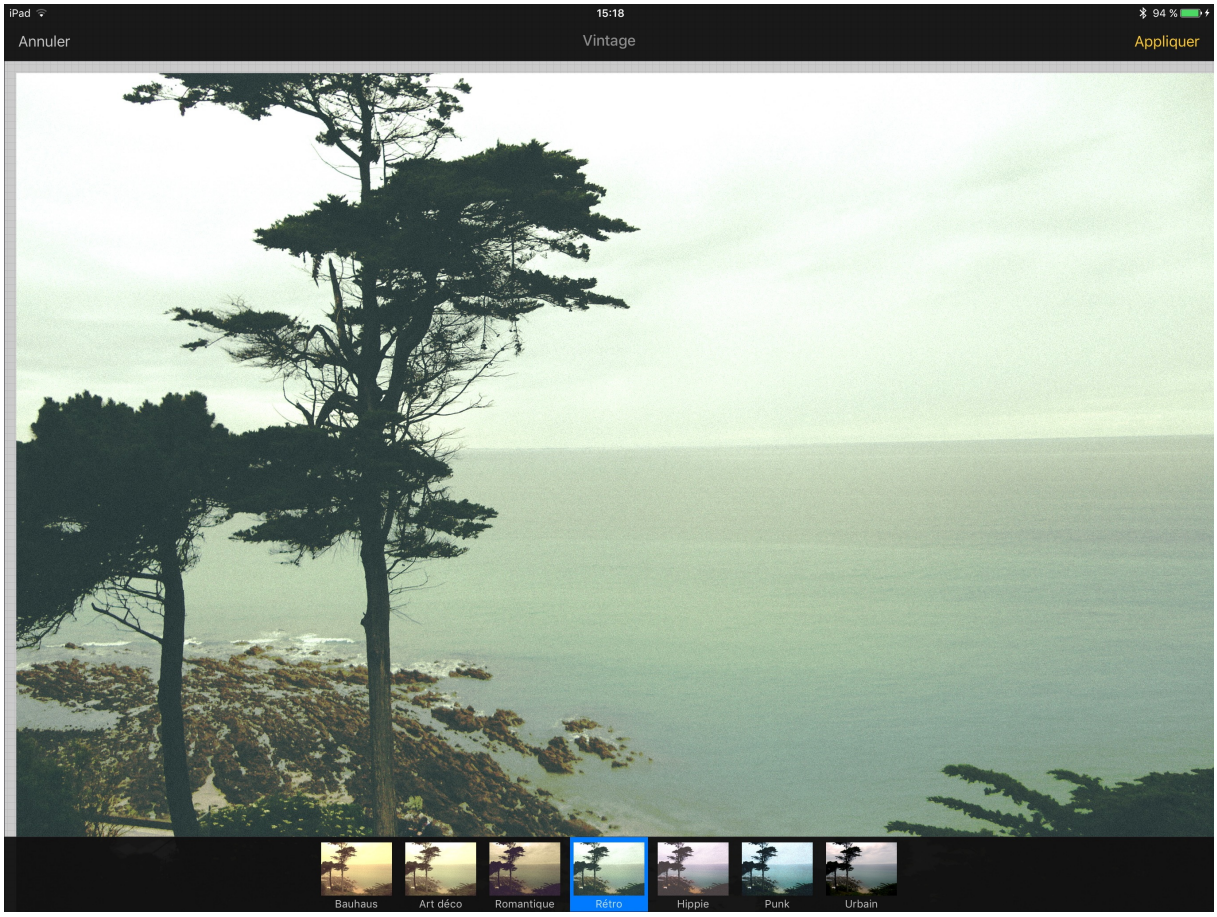
Apply an effect

1. Tap (outil pinceau), and then tap Add Effects.
2. Tap the effect thumbnail at the bottom to preview and apply an effect. To apply:

- Blur, Sharpen, and Noise effects use the wheel to control the intensity of the effect or change colors. The more you spin the wheel the stronger the effect is applied.
- Vintage and Black & White effects tap any of the effect presets.
- Light Leak and Bokeh effects tap the effect preset and use the rope to control the effect look.
- Miniaturize and Focus effects use the rope and slider at the bottom to control the effect strength.
- Bump, Pinch, and Kaleidoscope effects drag the rope to control distortion.
- Hue and Saturation effect you use the color wheel, and the color tabs at the bottom as well as brightness and saturation.



Tip: You can also apply an effect to only a portion of an image. Select the area using any of the selection tools before applying an effect.

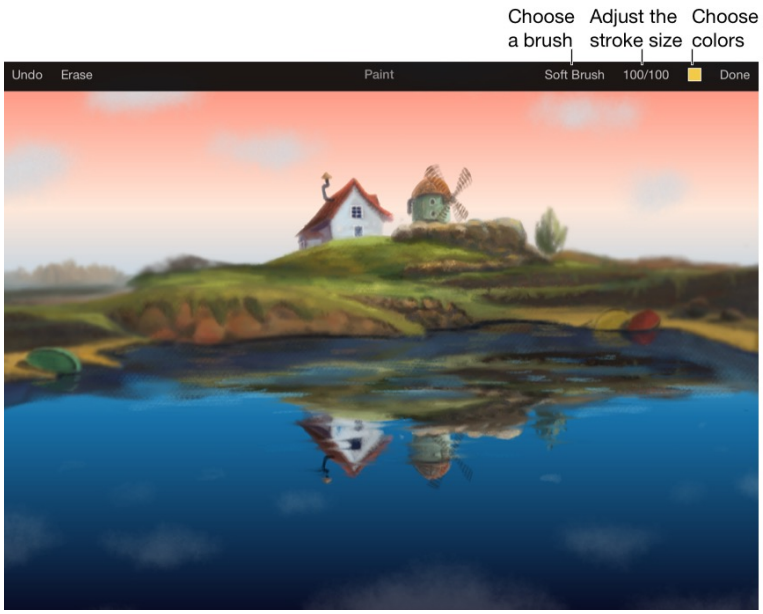


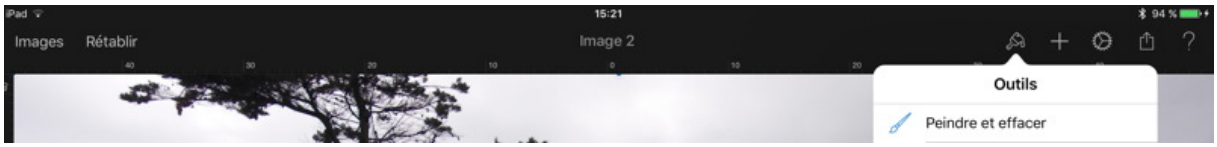
Vintage (retro).

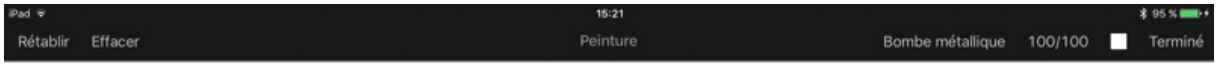
Paint, smudge and erase

Paint

You can paint as you would on traditional canvas using lots of predefined brush presets, from realistic to stylized, in all sizes and shapes. Choose your favorite brushes and start painting.





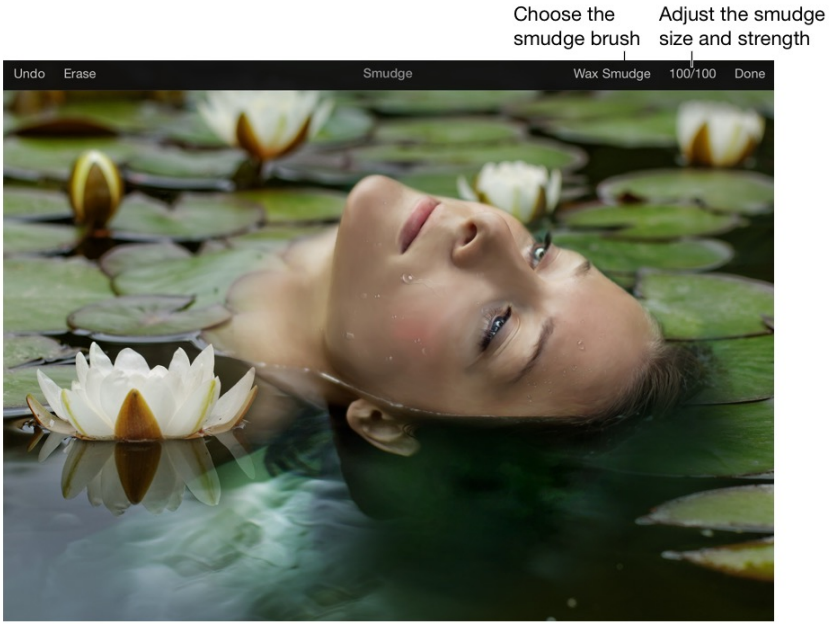


Paint on an image or blank canvas

1. Tap (outil pinceau), and then tap Paint and Erase.
2. Drag your finger on the canvas to start painting.
3. Tap the brush title in the toolbar and choose another brush from the Pencil, Crayon, Marker, Ink, Paintbrush, Spray, Smudge, and Watercolor brush collections.
4. Tap the numbers next to the brush title in the toolbar to adjust the brush tip size and opacity.
5. Tap the color well to choose colors.

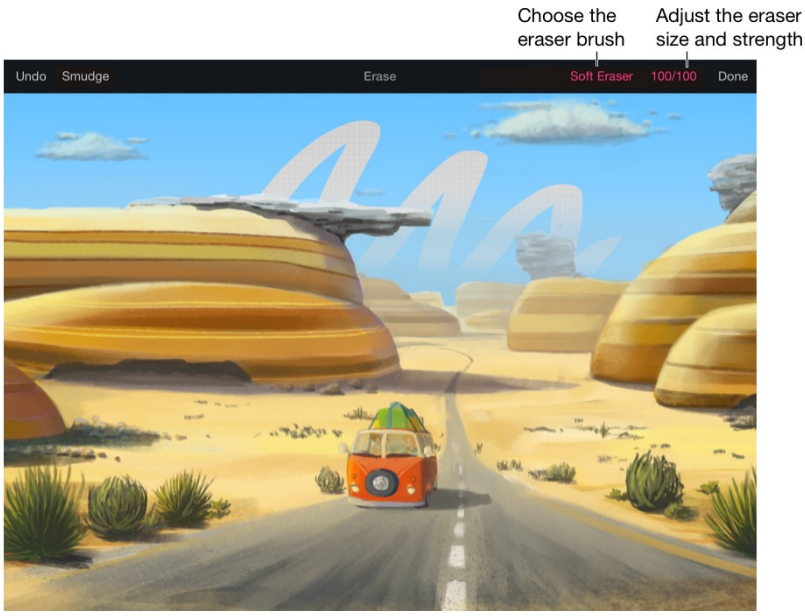
Smudge

You can create fine artistic effects with the Smudge brush. You can choose various smudge brush textures and control the smudge strength, so when you paint the smearing effect is stronger or weaker.



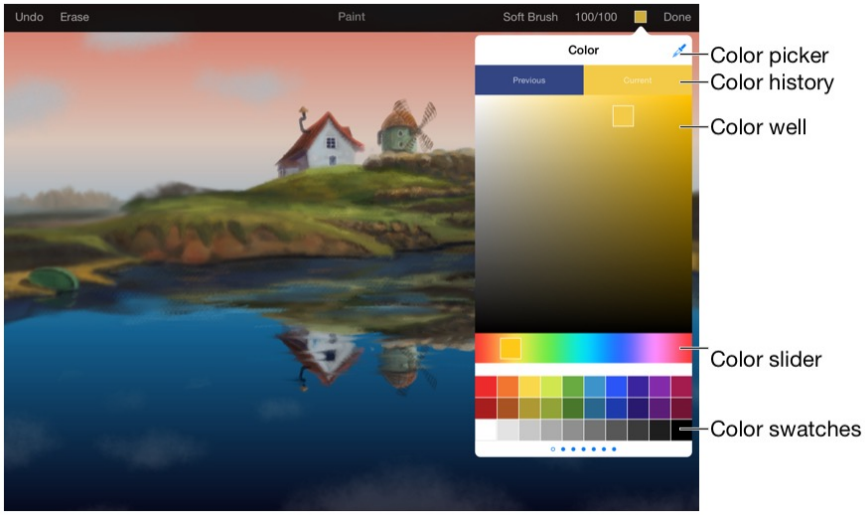
Erase

Using the eraser brush, you can erase parts of an image or painting. The eraser has various brush textures to blend the areas erased smoothly into the picture.



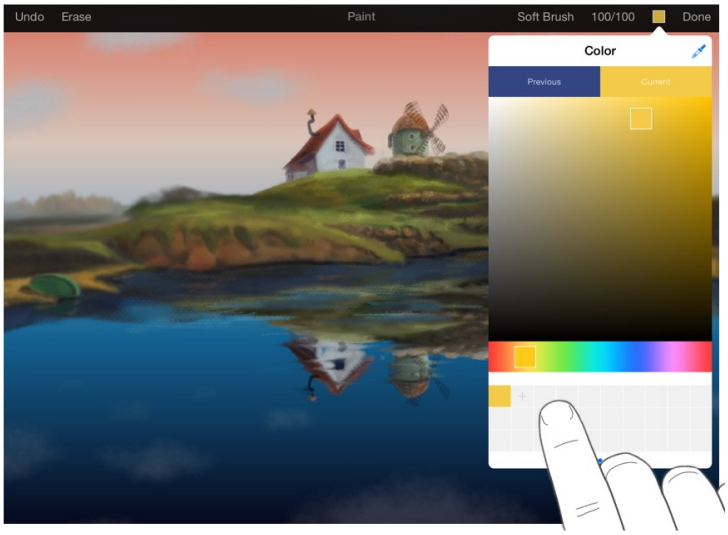
Choose colors

Choose colors with the Color pane. It has a color picker to choose colors from the image, a color well, and color swatches carefully arranged into color palettes. To bring up the Color pane, just tap the color well in the toolbar.



Add a color swatch to the Color popover

1. Tap the color well in the toolbar.
2. Choose a color.
3. Swipe left through the color palettes until you see empty swatches.
4. Tap the add button.



Add images, text and shapes

Objects overview

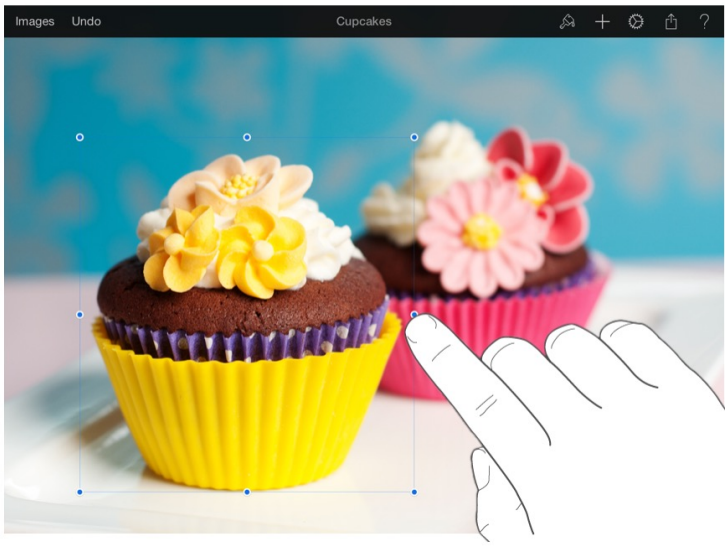
An object is an item you place on your canvas. Photos, shapes, and text boxes are examples of objects. You can change their appearance using the tools in the Tools pane (tap (outil pinceau) to open it).

Add an object

1. Tap (outil +), then tap the button for the type of the object you want to add. Swipe left or right to see more style options for objects like text and shapes.
2. Tap an object to add it, then drag it to where you want to place it in the image.
3. To change the appearance of the object, select the object (blue selection handles appear when it's selected) and tap (outil pinceau).

Add and edit images

You can easily create image compositions by combining several images into one. Easily add images from your Camera Roll, Photo Stream, Shared Photos, or take a photo right that moment and add it to your composition. After you add an image you can resize it, move it around, and edit it just like any other image.



Add an image

1. Tap (outil +) , then tap (outil appareil photo).
2. Tap an album, then tap a photo to add it.
3. Drag the image to where you want it on the canvas.
4. If necessary, resize the image by dragging any of the handles (the blue round handles around the image border).
5. Tap (outil pinceau), then tap Format to add a custom border, shadow, reflection, and more.

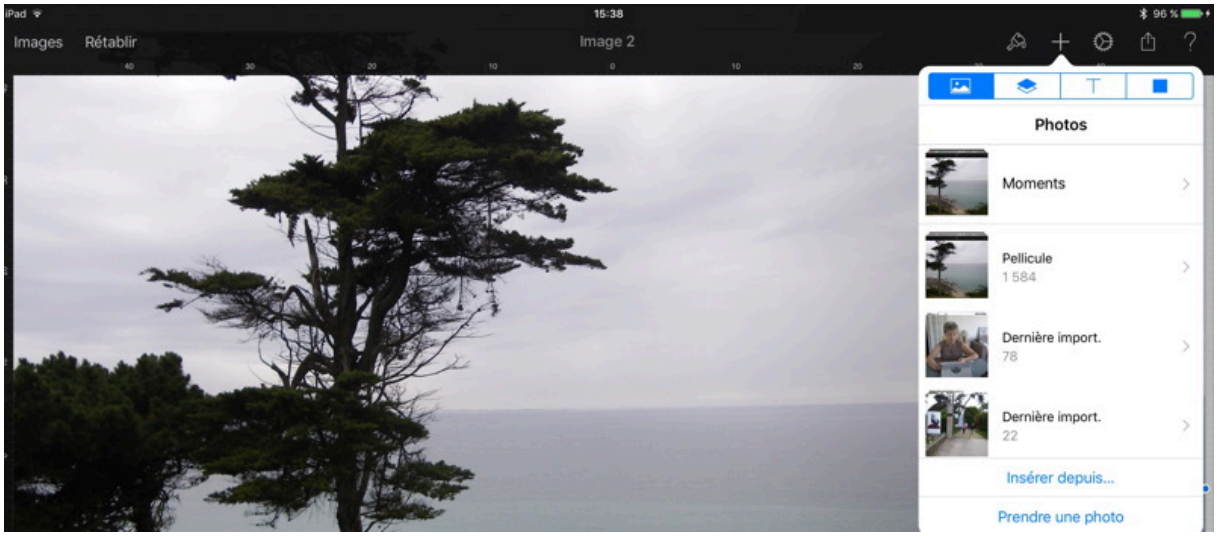
To delete an image, tap it, then tap Delete.

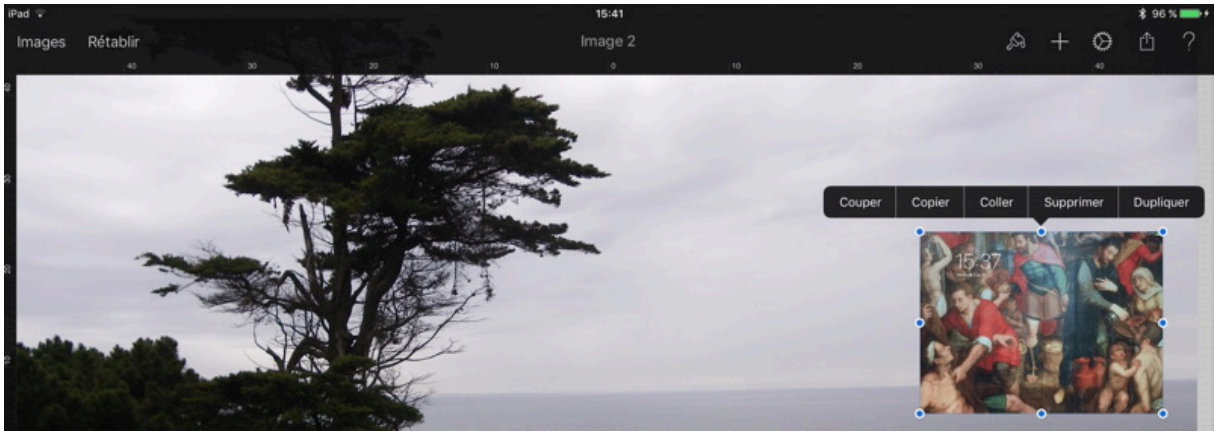
Add and edit shapes

Add and edit shapes just as easy as an image. After you add a shape to an image, you can customize the shape in a number of ways. For example, you can change the standard five-point star into a twenty-point starburst, adjust how rounded the corners of a square are, and more.

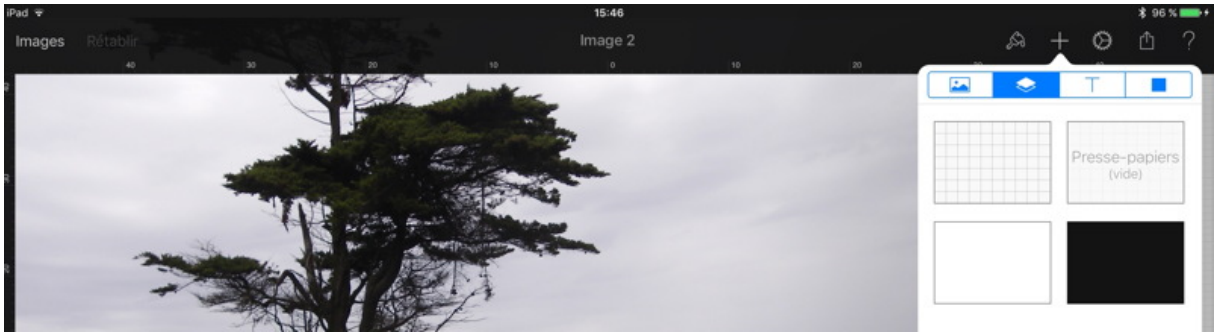
Add a shape

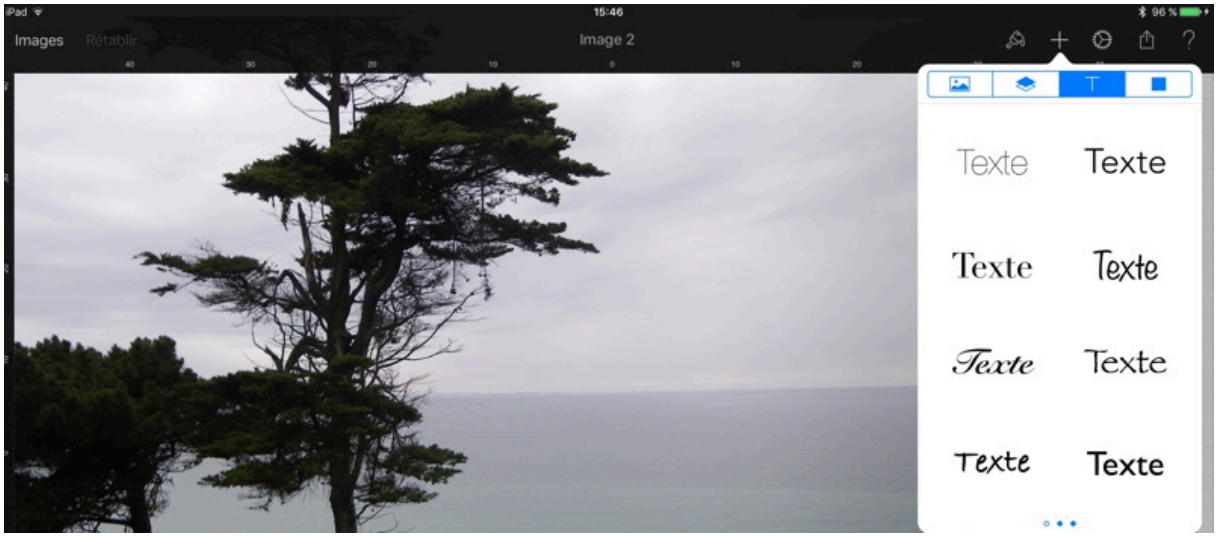
1. Tap (outil +), then tap (outil carré noir) .
2. Tap a shape to add it. Swipe right or left to see more shape styles.
3. Drag the shape to where you want it one the canvas.
4. If necessary, resize the shape by dragging any handle (the blue round handles around the shape).

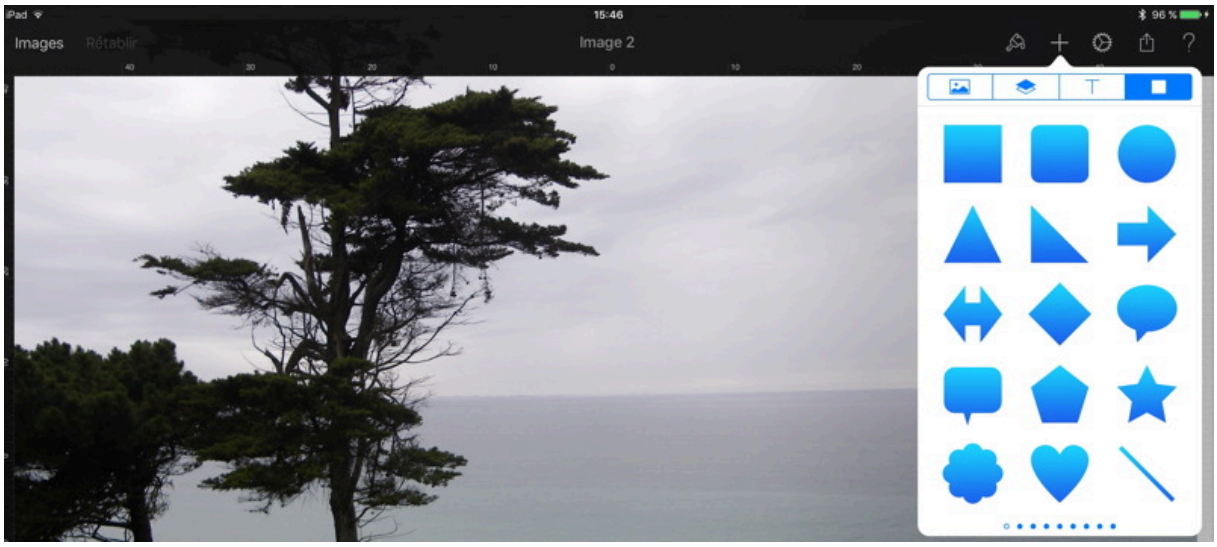




To remove a shape, tap it, then tap Delete.


iPad
15:46
96 %
Images
Rétablir
Image 2
Presse-papiers
(vide)


iPad
15:46
96 %
Images
Rétablir
Image 2
Texte
Texte
Texte
Texte
Texte
Texte
Texte
Texte

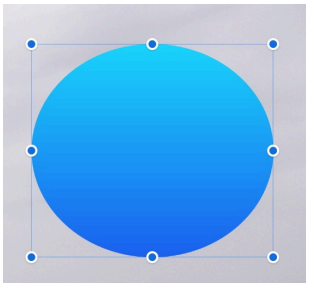

iPad
15:46
96 %
Images
Rétablir
Image 2

Adjust the features of a shape

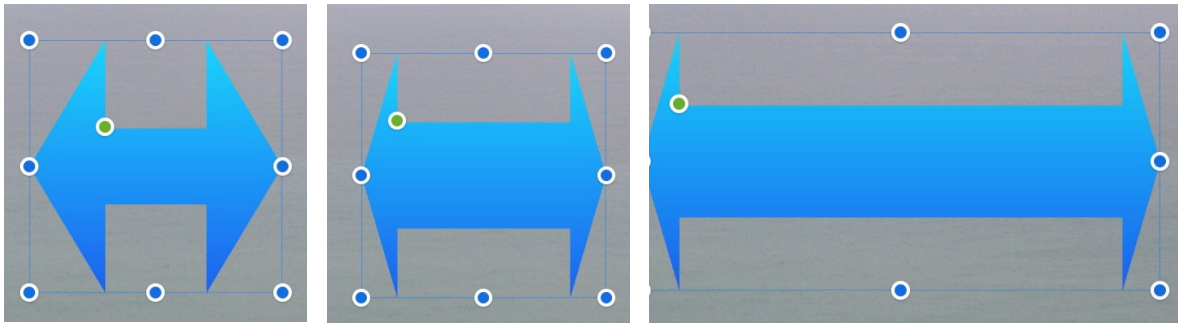
You can change the features of a predrawn shape in specific ways.

1. Tap the shape, then do any of the following:

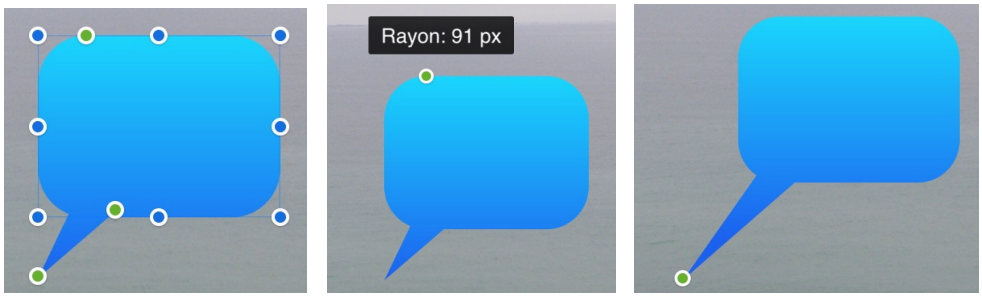
- **Reshape the corners of a rounded square**: Drag the green handle toward a corner to sharpen it, or away from a corner to make it more round.



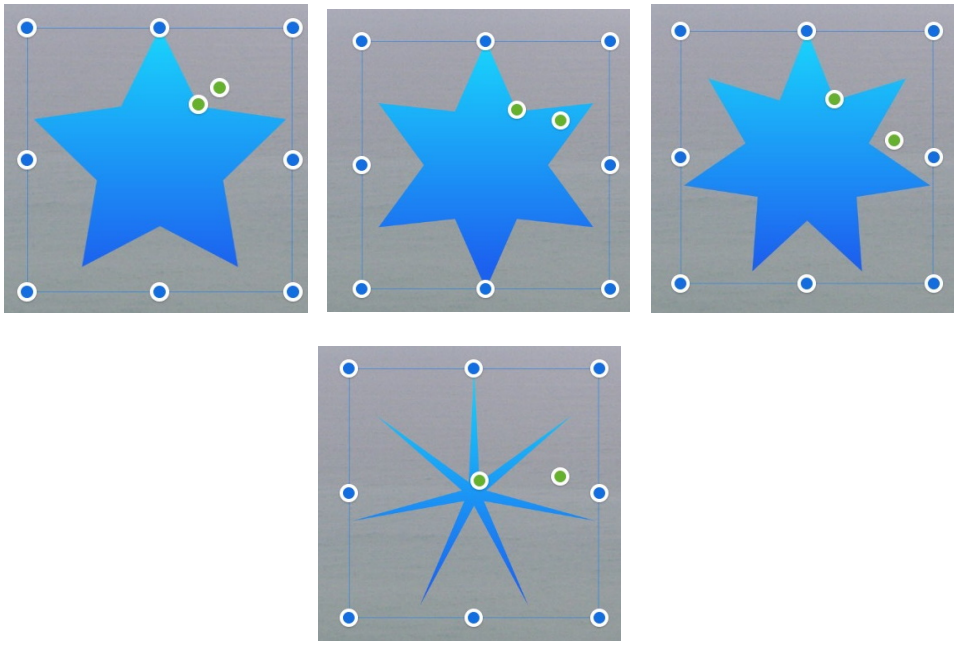
- **Change the proportions of a single or double arrow**: Drag the green handle up or down to change the width of the tail, drag left or right to resize the arrowhead.



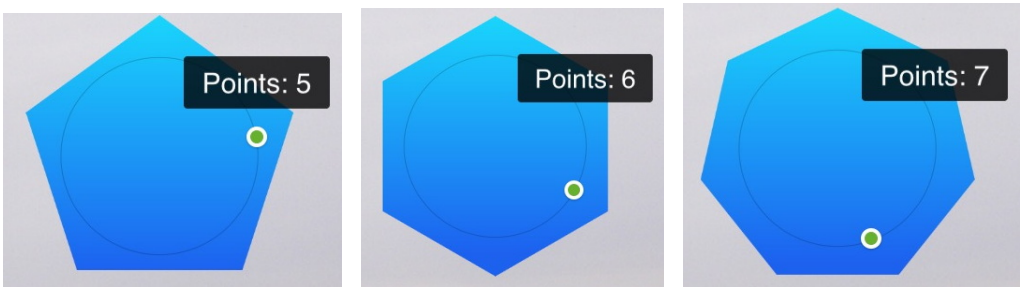
- **Change the look of quote bubble**: Drag the upper green handle to adjust how square or rounded the shape's corners are. Drag the handle at the intersection of the shape's tale and body inward or outward to make shape's tail thicker or thinner. Drag the handle at the top of the tail to make shape's tail longer or shorter.



- **Change the number of points in a star**: Drag the outer green handle clockwise or counterclockwise to add or remove points. Drag the inner green handle toward the center of the star to make the points longer and narrower, or drag the handle away from the center to make the points shorter or wider.



- **Change the number of sides in a polygon**: Drag the green handle clockwise or counterclockwise to adjust the number of sides.



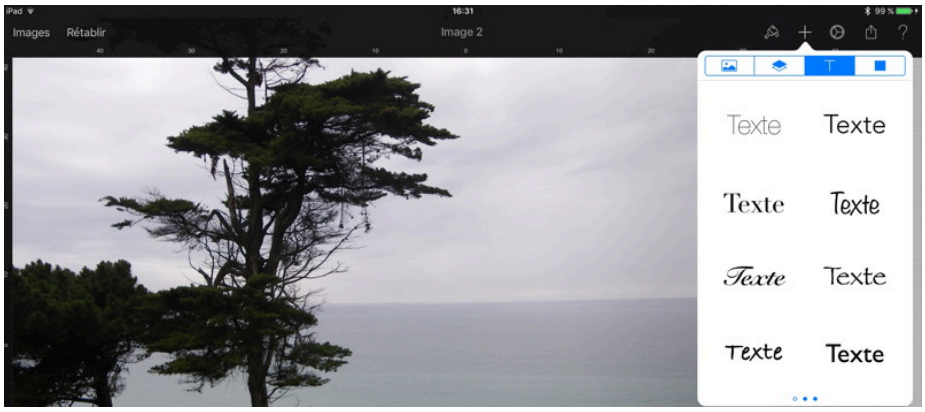
Add, edit, and format text

Add a word, phrase, or caption and easily make it look beautiful. With just a few taps, choose font, size, colors, apply a style, and more. You can add text boxes to your composition, or if you're using a template with placeholder text, select the placeholder text, then type your own text—including its font, size, and alignment.

Create a new text box

1. Tap +, then tap T.
2. Tap one of the predesigned text styles (you can change how the text looks later).
3. Double-tap the placeholder text, then enter your own.
4. Drag the text box to where you want it on the canvas.
5. If necessary, resize the text box by dragging any of the handles (blue round handles around the border).

To remove a text box, tap it, then tap Delete.



Select words or paragraphs

- Select a word: Double-tap it.
- Select a range of text: Double-tap a word, then drag the selection handles to choose a range of text.
- Select text and its formatting marks: Double-tap a word, then move the selection handles beyond the current text.
- The selection includes the entire paragraph and its formatting marks ("invisibles"). You can drag the selection handles up or down to include or exclude paragraphs from the selection.

Place the insertion point

After you select text, you can place an insertion point in it.

1. Double-tap a text box to select a word within it.
2. Touch and hold within a line of text until magnifying glass appears.
3. Drag your finger over text until the insertion point is where you want it, then lift your finger.

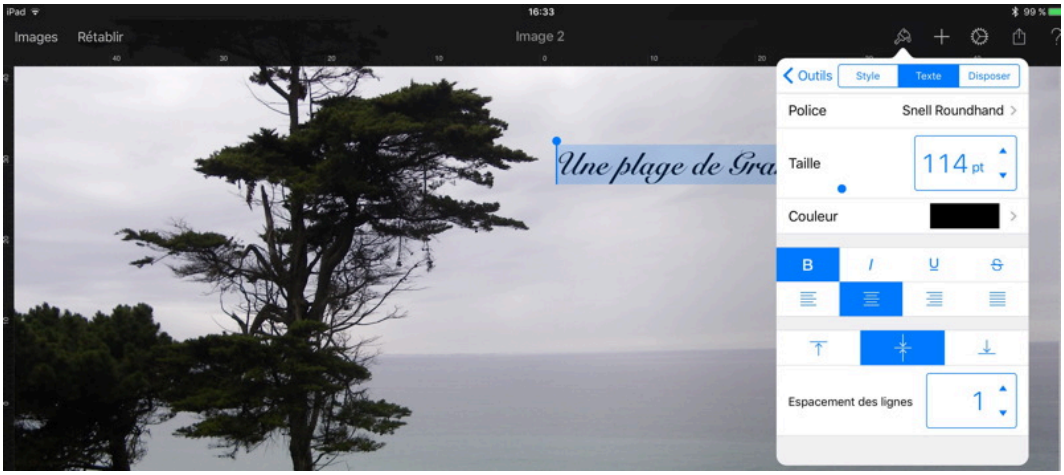
Copy and paste text

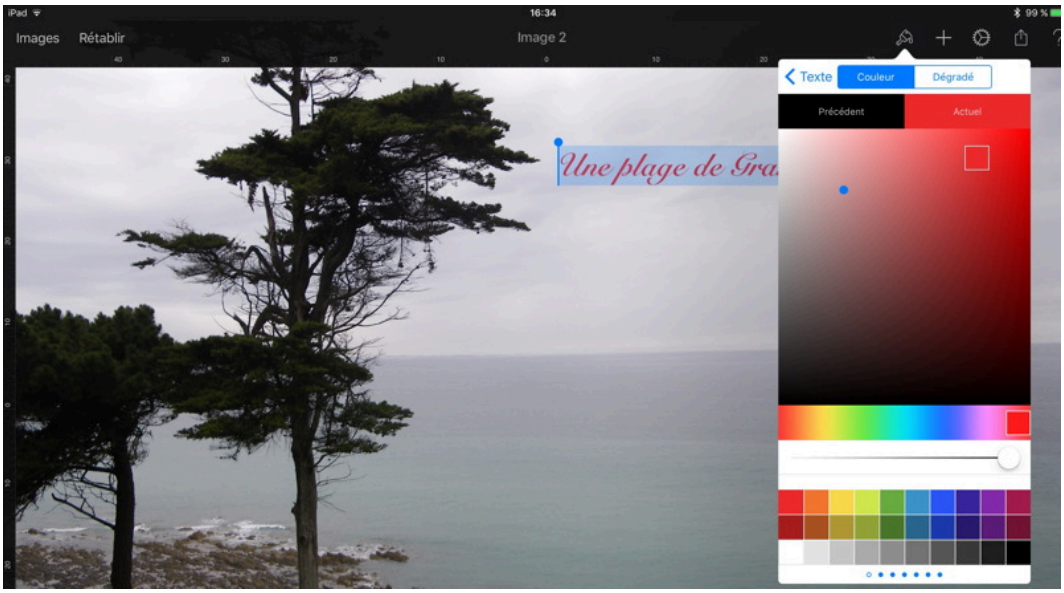
1. Select text, then tap Copy.
2. Place the insertion point where you want to paste text, or select some text to paste over, then tap Paste.

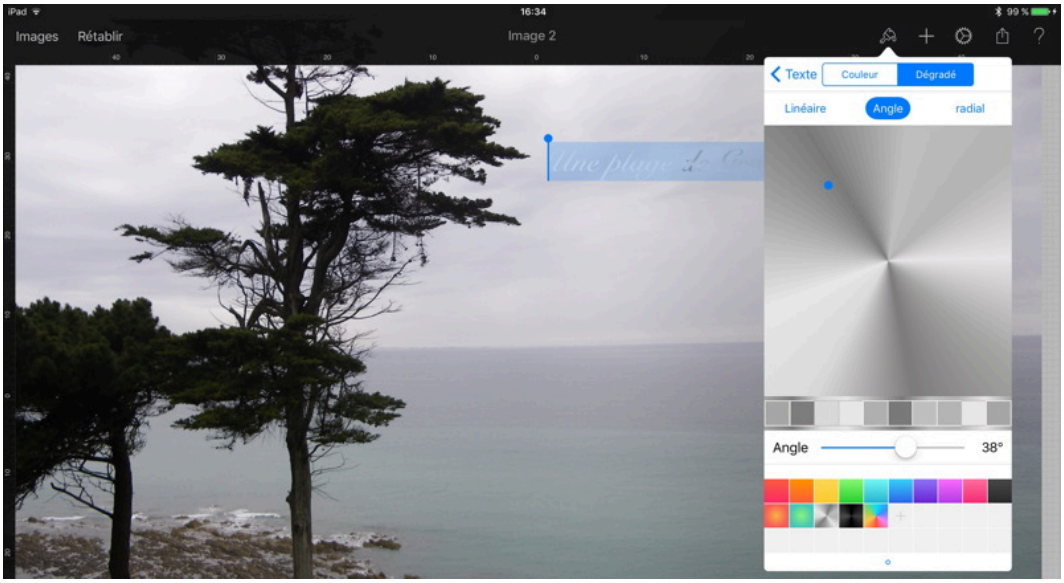
Change text appearance

You can change how text looks by changing its font, character style (bold or italic, for example), size, and color.

1. Select text, then tap (outil pinceau).
2. Tap (outils B, I, U, etc.), then use the controls to change text.





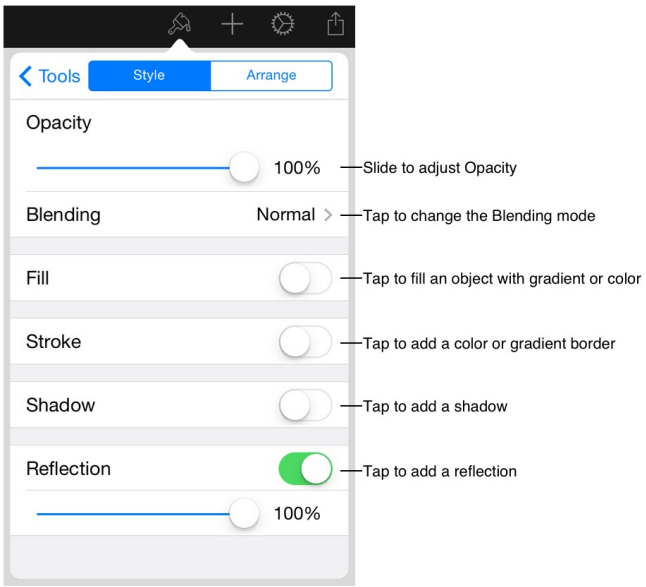


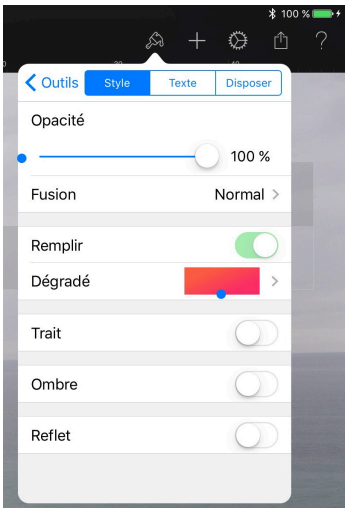
Set the alignment and spacing

1. Select text, then tap (outil pinceau).
2. Tap (outil pinceau), then use controls to adjust text alignment and line spacing.

Change an object's appearance

You can change an object's appearance by modifying its borders, fill color, shadow, and more. These options are called Styles, and are located in the Style pane within the Tools popover.





Arrange, resize, rotate and align

Arrange and lock objects

You can overlap objects and then move items individually higher (forward) or lower (backward) in the stack. You can also group multiple items so that you can move, resize, or rotate them as a single unit. To avoid inadvertently moving, modifying, or deleting an object, you can lock it.

Rearrange objects

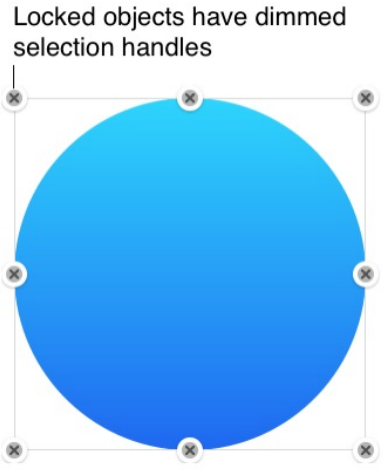
1. Tap an element you want to rearrange.
2. Tap (outil pinceau), then tap Format > Arrange.
3. In the Arrange pane drag the Move to Back/Front slider. Moving slider to the right will place the element on top of the others, while moving to the left will place the object behind others.

Note: The slider works only if you have overlapping elements. The slider grid displays how many elements are overlapping and where your current selected element is.

Lock and unlock objects

After you lock an object, you can't move, delete, or modify it in any way until you unlock it.

1. Select one or more objects, then tap (outil pinceau).
2. Tap Format, then tap Arrange and tap Lock.



Resize, rotate, or flip an object

You can resize, rotate, and flip any object in your composition.

Resize an object

Resize objects using the blue handles that appear. To make the element smaller, drag the handles inwards, to make the element larger drag the handles outwards.

For more precision, you can use the Arrange pane within Tools popover. To bring up the Arrange pane:

1. Tap (outil pinceau), then tap Format > Arrange.
2. Tap Size, which is located just below Move to Back/Front slider.
3. Adjust the element width and height. Turn on Constrain Proportions if you want to keep the current proportions of an element.

Tip: It's recommended to keep Constrain Proportions when resizing an image, so you don't distort it.

Rotate a shape, text box, or image

To rotate an element at any angle, tap an element, place two fingers on it, then turn your hand in the direction you want to rotate the element. After you start rotation, you can continue by dragging with a single finger. A guide appears to indicate the angle of rotation.

To rotate element at a very precise angle use the Rotate slider:

1. Tap (outil pinceau), then tap Format > Arrange.
2. Drag the Rotate slider, or quickly rotate an element 90° left or right by tapping the appropriate titles in the popover.

Flip a shape, text box, or an image

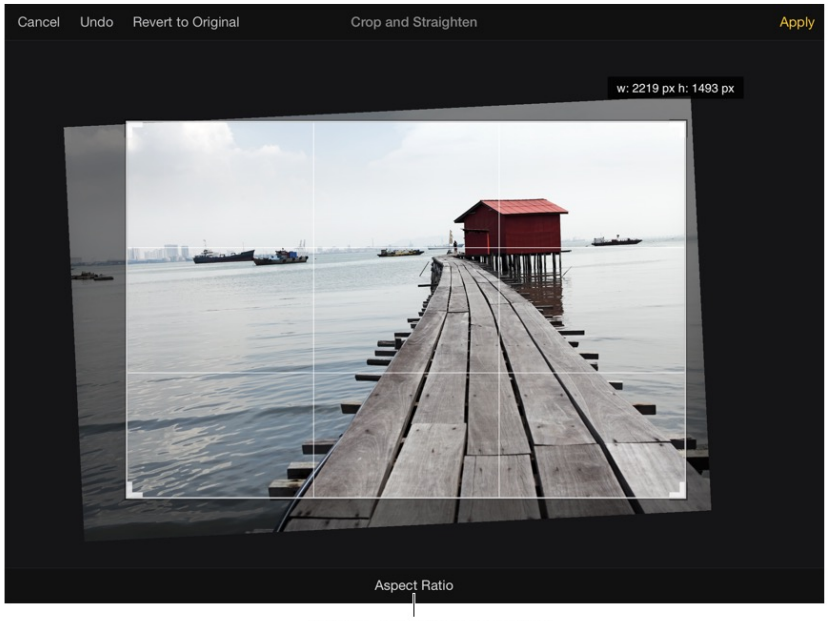
1. Tap an object, then tap (outil pinceau).
2. Tap Arrange, then tap Flip Vertically or Flip Horizontally.

Crop and straighten images

With the crop tool you can easily change image size and straighten an image at the same time.

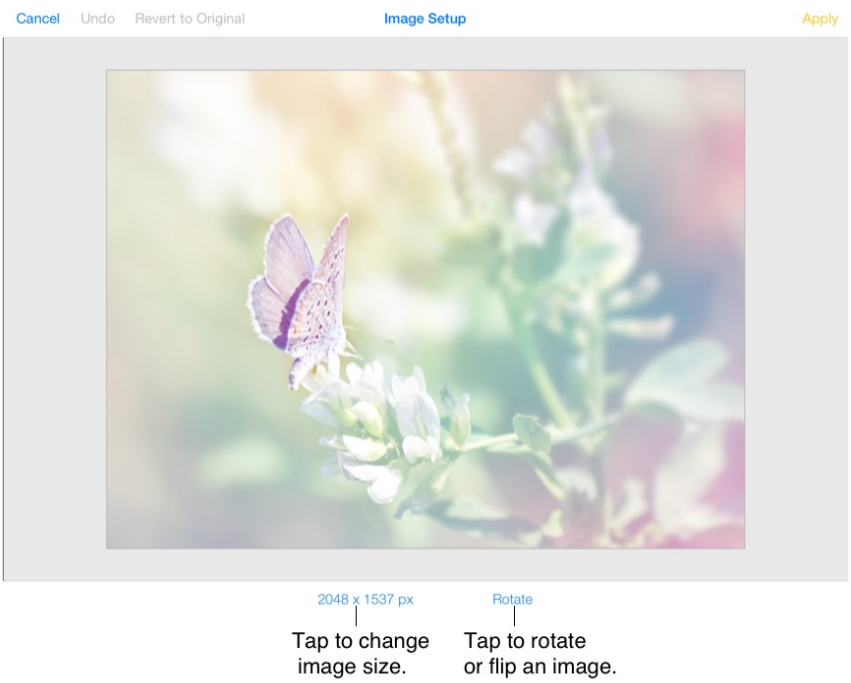
Crop and straighten an image

1. Tap (outil pinceau), then tap Crop.
2. To crop an image drag the crop handles at the corners. Move the crop area around if needed.
3. To straighten an image, touch and hold it with two fingers, then turn your hand in the direction you want to rotate an image.



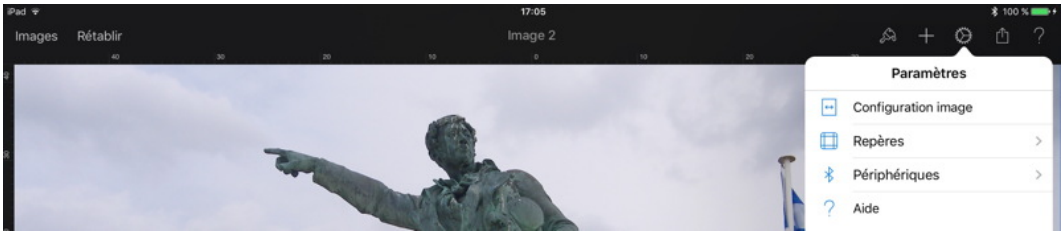
Change image size

Most Pixelmator templates are created for standard paper sizes in portrait (vertical), or landscape (horizontal) orientation. If you need a different image size, you can change it.



Set an image size and orientation

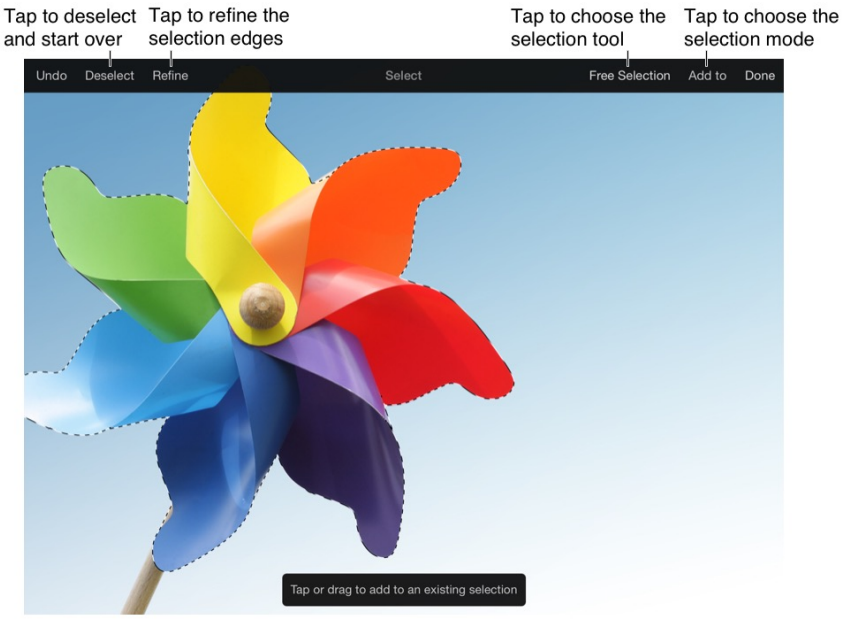
1. Tap (roue crantée paramètres) in the toolbar, then tap Image Setup.
2. Tap image dimensions at the bottom, use the controls to adjust image size.
3. Tap Rotate at the bottom, to rotate the image left or right, or flip the image vertically or horizontally.
4. Tap Apply to return to the main window.



Advanced features.

Selection tools

Selections are a great help when you want to work in a specific image area, while not altering any of the area around it. In many regards, a selection is a lot like a stencil. You basically are enabling yourself to paint only in one area while the rest of your image is left unaffected. For example, you can select an object in an image, make color adjustments to it while the background around is left untouched.

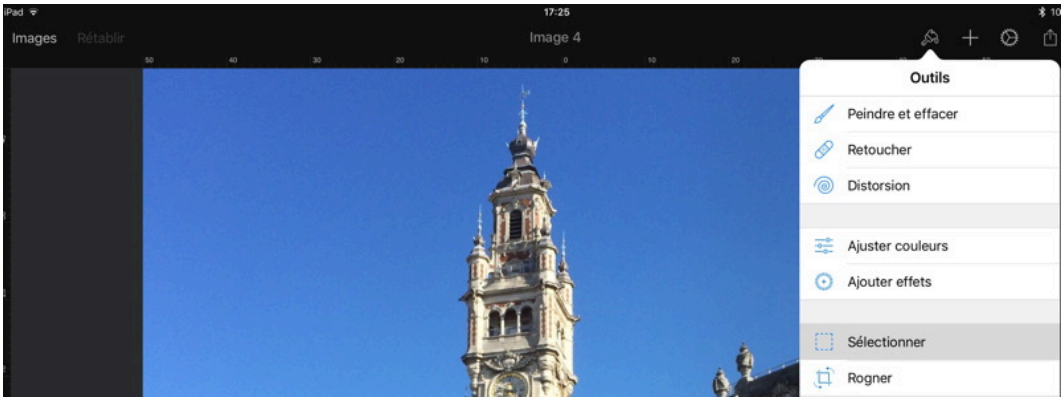


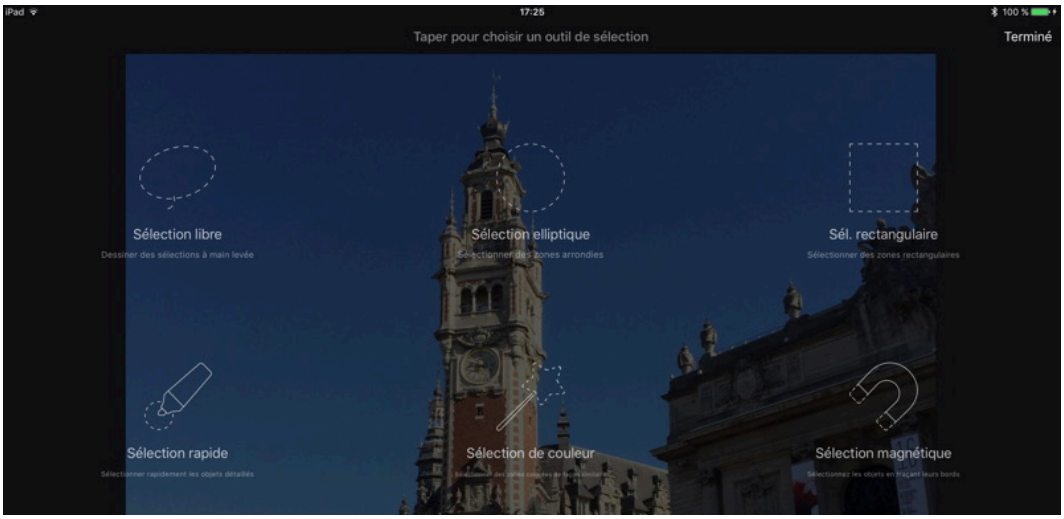
Every selection tool has its own method for selecting pixels. For example, the rectangular selection is ideal for selecting squares and rectangular shapes, whereas the elliptical selection is best for circles and ovals.

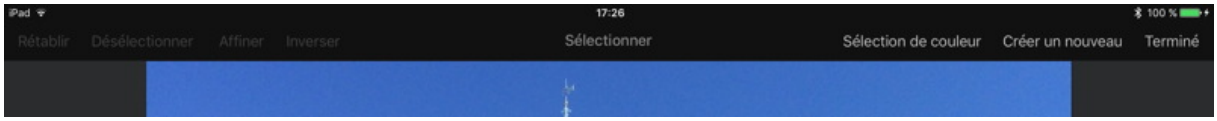
Create a selection

1. Tap (outil pinceau), then tap Select.
2. Tap to choose a selection tool.
3. Drag to create a selection:
   - The Free Selection tool draws a selection freely.
   - The Elliptical Selection draws rounded selections.
   - The Rectangular Selection draws rounded selections.
   - The Magic Wand selection tool selects similarly colored areas as you drag.
   - Paint Selection tool select similar color and texture areas as you paint.
4. Drag the selection handles to resize.
5. When you finish the selection, you can add to or subtract from existing selection. To do that, tap Add to, or Subtract from in the toolbar. Draw a selection.
6. When finished selecting, tap Done.

Tip: Pinch close to zoom in for more precise selections.


iPad
17:25
Images
Rétablir
Image 4
Outils
Peindre et effacer
Retoucher
Distorsion
Ajuster couleurs
Ajouter effets
Sélectionner
Rogner


iPad
17:25
100 %
Taper pour choisir un outil de sélection
Terminé
Sélection libre
Dessiner des sélections à main levée
Sélection elliptique
Sélectionner des zones arrondies
Sél. rectangulaire
Sélectionner des zones rectangulaires
Sélection rapide
Sélectionner rapidement les objets détaillés
Sélection de couleur
Sélection magnétique
Sélectionner les objets en traçant leurs bords


iPad
17:26
100 %
Rétablir
Désélectionner
Affiner
Inverser
Sélectionner
Sélection de couleur
Créer un nouveau
Terminé

Refine a selection

Once you've finished selecting, you can refine the selection you've just made.

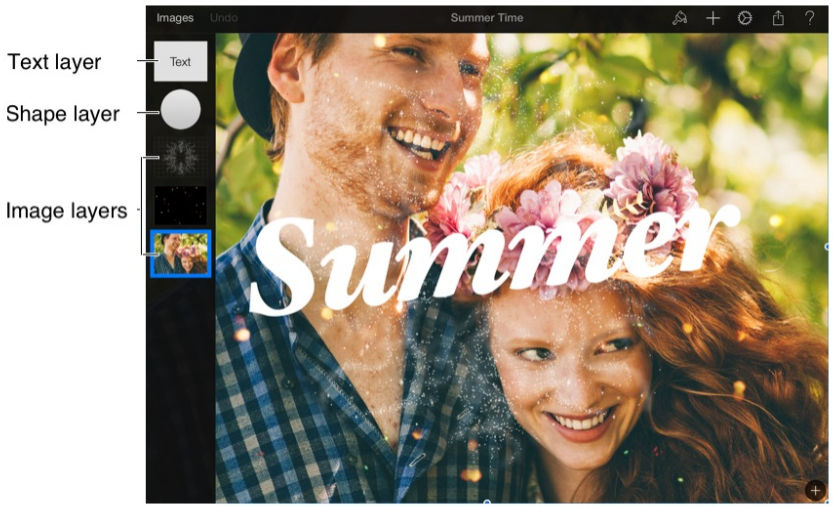
1. Tap Refine in the toolbar to adjust the selection's edges.
2. Drag the Softness sliders to adjust.
3. When finished, tap Done.

Layers

Pixelmator is a layer-based image editor. Layers are the basis for non-destructive image editing. They are like sheets stacked one on top of the other. Transparent areas on a layer let you see the layers below, and the final appearance of the pictures depends on their order.

In Pixelmator, you can create new layers from photos, selections, or your FaceTime camera. Objects like shapes and text are also layers.

To work with layers, you should have the layers bar visible. Swipe right the left edge of your screen to view the layers bar.



Create layers

1. Tap (outil +).
2. Tap the type of the layer you want to add.

or

1. In the layer bar, swipe down and tap the + to quickly add a transparent layer.

Duplicate layers

- Tap the layer in the layers bar, then tap Duplicate.

Show or hide layers

- Tap the layer in the layers bar, then tap Show or Hide

Cut or copy and paste layers

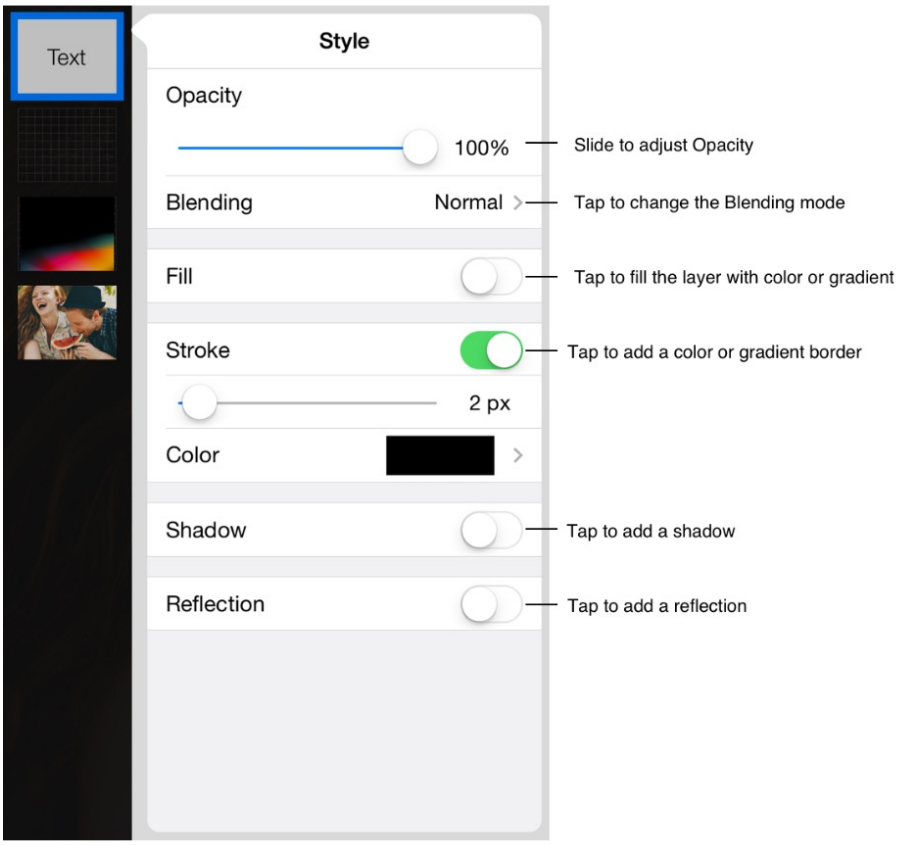
1. Tap the layer in the layers bar, then tap cut, or copy.
2. Tap another layer, then tap Paste.

Delete layers

- Tap a layer, then tap Delete.

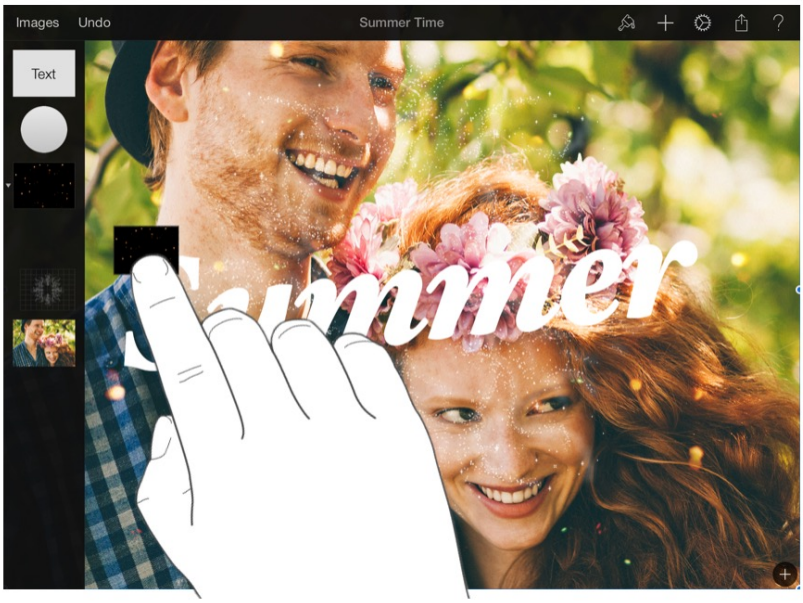
Apply a layer style

1. Tap a layer, then tap Style.
2. Use the Opacity, Blending, Fill, Stroke, Shadow, or Reflection options to change the layer appearance.



Group and ungroup layers

1. Tap the layer and drag onto another.
2. Tap another layer and drag into a group.



To ungroup layers, simply drag the layer out of the group.

Lock layer transparency

1. Tap the layer in the layers bar.
2. Tap (outil pinceau), then tap Format.
3. Tap to select Arrange pane and tap to turn on Lock Alpha.

Blending modes

Blending modes are used with layers, painting, retouching and fill tools. The blending mode determines how a layer or a color blends with the pixels in the layers underneath, making it lighter, darker, or a different color.

Blending modes with painting tools can be used to achieve special effects, to make photo improvements, or retouch photos.

By default, the blending mode is set to normal, making the brush strokes paint traditionally over the image. Other blending modes offer a wide variety of different interactions.

Apply a blending mode to layers and objects

1. Tap the layer in the Layers bar.
2. Tap again to view the layer options, tap Style.
3. Tap Blending to change the blending mode.

Manage images

Organize images into folders

You can group images into folders to keep them organized.

Create a folder

1. In the image manager, tap Edit.
2. Tap and hold an image until it appears to lift off the screen, then drag it on top of another image you want in the same folder.
3. Type a name, then tap Done on the keyboard.
4. Tap Done in the toolbar, then tap anywhere outside of the folder to close it.

You can add more images to an existing folder. Tap Edit, then drag image to the folder.

Remove an image from a folder

1. Tap the folder to open it.
2. Tap and hold the image until it appears to lift off the screen, then drag it anywhere outside of the folder.
3. Tap Done.

Rename a folder

- Tap the name of the folder, delete the existing name, then type a new one.

To quickly delete the current name, tap the "x" in the text field.

Sort images by name or date

- In the image manager, scroll down to show the Date and Name buttons, then tap one.

Duplicate or rename an image

Pixelmator periodically saves your image as you work so you don't need to save your work manually. A new image is saved with a placeholder name such as Image 1 when you close it, but you can change the name at any time.

Rename an image

1. In the image manager, tap an image's title.
2. Delete the existing name, type a new one, then tap Done.

To quickly delete the current name, tap the "x" in the text field.

Duplicate an image

1. In the image manager, tap Edit.
2. Tap one or more images you want to duplicate. To deselect an image, tap it again.
3. Tap +, then if you selected more than one image, tap Duplicate Images.

Duplicated images appear with the word copy appended to their names

Delete an image

Deleting an image removes it permanently from your device, and you can’t undo the action.

Delete an image

1. In the image manager, tap Edit.
2. Tap one or more images you want to delete.
3. To deselect an image, tap it again.
4. Tap (poubelle) , then tap Delete Image.

Share and print images.

Use iCloud with Pixelmator

iCloud stores your images and keeps them up-to-date on your devices so that you always have the most current versions at hand, no matter which device you used to make your latest edits.

Set up Pixelmator to use iCloud

To use iCloud, you must sign in with your Apple ID in Settings, and make sure iCloud is turned on in Pixelmator.

1. Tap Settings on your Home screen, then tap iCloud.
2. Sign in to your account using your Apple ID, or request a new Apple ID and then sign in.
3. Tap iCloud Drive (or Documents & Data) and turn it on.
4. In the list of apps, turn on Pixelmator. This setting allows Pixelmator to store documents in iCloud.
5. On the left side of Settings, scroll down and tap Pixelmator.
6. Turn on Use iCloud.

When iCloud is turned off on this device, edits you make or new images that you create aren't saved to iCloud, and new or changed images from other devices or from your computer aren't available in Pixelmator on this

Here are a few things to keep in mind about using iCloud to manage your image across devices:

- If you edit and close an image when you're not connected to the Internet, an upward-pointing arrow appears in the images thumbnail. The next time you connect to the Internet, the edited image is saved to iCloud. If you edit an image on more than one device before saving any of the versions to iCloud, the edited image will conflict. To avoid conflicts, make sure your edits are always saved to iCloud before editing the same image on another device. If you do get a conflict, you can choose to preserve any or all of the images that you edited.

    - If you delete an image, it's deleted from iCloud and from Pixelmator on all your devices.
- If you organize your images into folders on one device, the title is changed on all your devices.

Send a copy of an image

You can send a copy of an image via email, AirDrop, or Messages. Recipients can open and modify it however they want on their own computers and devices, but their changes don't affect the original image or any other copies of the image.

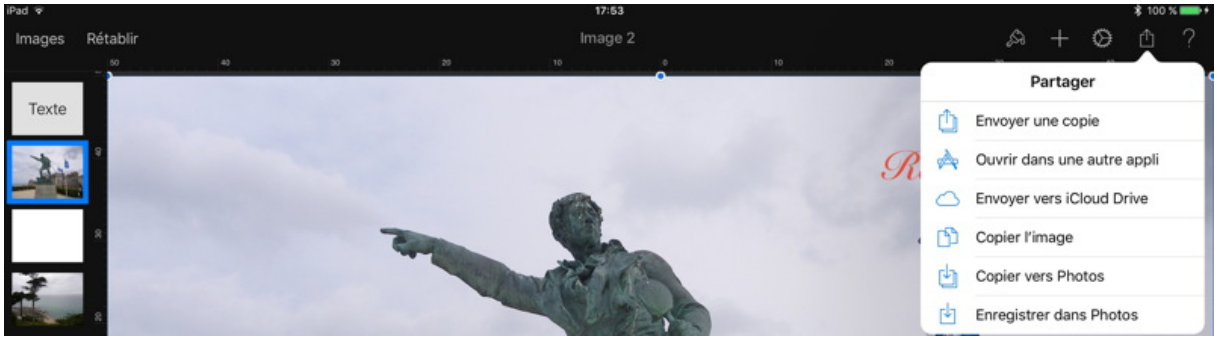
You can send a copy while the image is open or from the image manager.

Send a copy

1. Do one of the following:

If the document is open: Tap , then tap Send a Copy.
If the document is closed: Tap in the image manager, then tap the image you want to share.

2. Tap an option: Message, Mail, or AirDrop (if your device supports it).
3. Tap a format. If you're not sure where your recipient has Pixelmator, choose JPEG, PNG, or Photoshop.
4. Provide any requested information (an email address if you're sending an email, for example). For AirDrop, the recipient must accept your document before it's sent.



Print an image

You can print an image from a printer you set up to work with your iOS device. To learn about setting up a printer, see instructions in the user guide of your iOS device.

These instructions assume that your printer is already set up to work with your device.

Print an image

1. Tap (outil partage), then tap Send a Copy.
2. Tap Print and specify print options.
3. If no printer is selected, tap Select Printer. Your iPad automatically searches for any nearby AirPrint printers.
4. Tap Print.

Open an image in another app

Once you finished editing an image and want to send an image to another app, or you're in the middle of editing and there's another app that can help you to fine tune the image, you can open that image in another app without even leaving Pixelmator.

Open your image in another app

1. Tap (partage), then tap Open in Another App.
2. Tap a file format (you see only formats supported by the apps installed on your device). Tap the app to open an image. A copy of an image is sent to another app.

Note: The list of available apps depends on the file format selected.

More help

Email us

If you have any questions about using Pixelmator for iPad, please email us at support@pixelmator.com.

Pixelmator Support Community

Discuss ideas, share tips and solutions, request features, or share tutorials with fellow Pixelmator users. Join the community.

Yves Cornil, Microsoft® MVP, CILAC's animator (59 110 La Madeleine).

www.microcam06.org - www.conum.fr - www.cornil.com