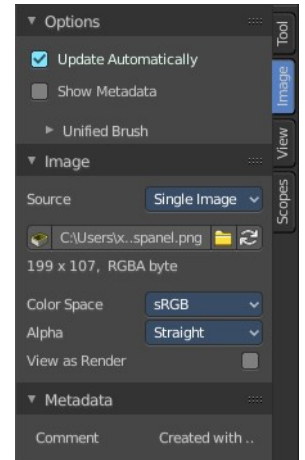


8.3.2 Editors - Image Editor - Sidebar - Image Tab

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Introduction

In the Image tabs you can find further options and image settings. These settings changes, dependant of what you have selected. And in what mode you are



Options Panel

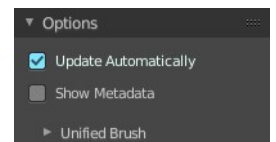
In View and Mask mode

Update Automatically

Update other editor windows simultaneously with the changes in the Image Editor.

Show Metadata

Draw Metadata properties of the image.



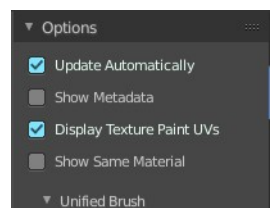
In Paint Mode

Update Automatically

Update other editor windows simultaneously with the changes in the Image Editor.

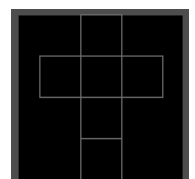
Show Metadata

Draw Metadata properties of the image.



Display Texture Paint UV's

Display the UV wire from the active mesh. It needs to be in edit mode.



Show same material

This is for the case that you work at a texture for the current mesh. Just show faces of the mesh where the material with this texture is assigned to.

Unified Brush

Size, strength or color is shared across the brushes. And not at a brush by brush base.

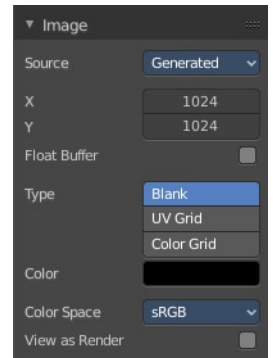
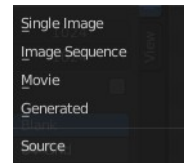


Image Panel

Here you can find image related settings. Size, type, and so on.

Source

Here you can choose the image type. This type gets usually automatically set. When you create a new image, then this image is generated. When you load an image then the Source switches to Single Image.



Generated images does not have a path.

Source Type Generated

X / Y

The image width and height.

Float Buffer

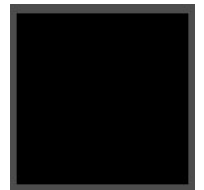
Use a floating point buffer. 8 Bit images uses integers. 32 Bit works with floats.

Generated Type Blank

This type displays an image with one blank color

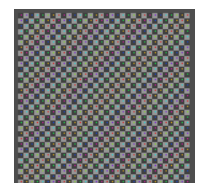
Color

The color of the blank image.



Generated Type UV Grid

This type displays an with a black and white checker texture but colored dots.



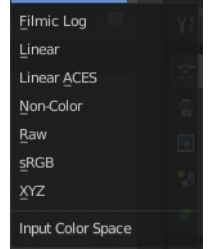
Generated Type Color Grid

This type displays an with a colored checker texture with numbers.



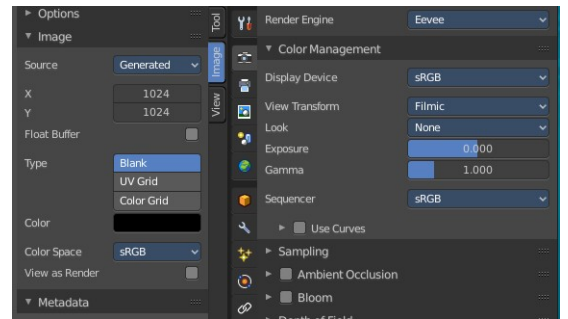
Color Space

Here you can choose the color space type for the image.

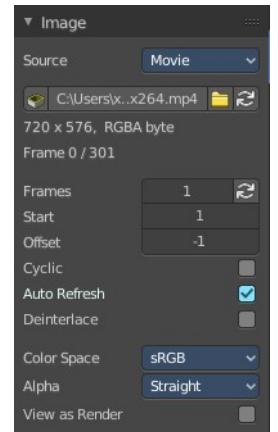
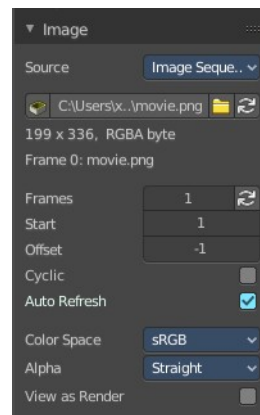


View as Render

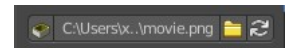
Displays the image with the color management settings.



Source Type Movie + Image Sequence



Path edit box



Pack

With this button you can pack the movie or the image sequence into the blend file. It gets packed when you save the blend file the next time.

Path edit box

Here you can see and edit the path to your movie or image sequence files.

Open

Here you can open a new movie or image sequence files. A file dialog will appear.

Refresh

Here you can reread the movie or image sequence files.

Info string

Some information about the currently loaded movie. Frames, resolution and colorspace.

Frames

The number of frames of the movie or image sequence.

Match Movie Length

Set Users Image Length to the one of this video.

Start

The start frame of the movie or image sequence

Offset

Offset the number of the frame to use in the animation. -1 means off.

Cyclic

Cycle the images in the movie.

Auto Refresh

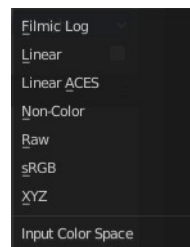
Always refresh image on frame changes.

Deinterlace

Deinterlace the movie file on load.

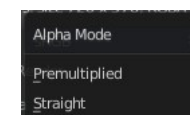
Color Space

Here you can choose the color space type for the movie or image sequence files.



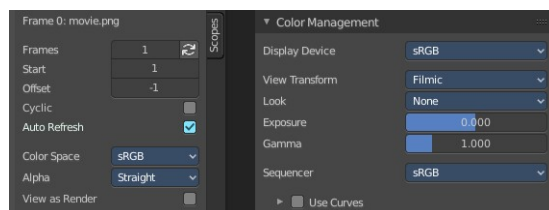
Alpha

Here you can choose the alpha channel mode. Straight or Premultiplied.



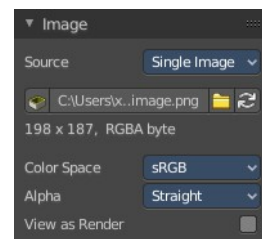
View as Render

Display the image with using the color management settings.



Source Type Single Image

Path edit box



Pack

With this button you can pack the movie or the image sequence into the blend file. It gets packed when you save the blend file the next time.

Path edit box

Here you can see and edit the path to your movie or image sequence files.

Open

Here you can open a new movie or image sequence files. A file dialog will appear.

Refresh

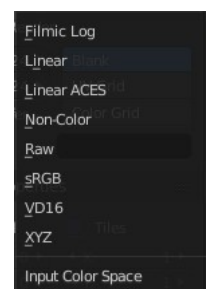
Here you can reread the movie or image sequence files.

Info string

Some information about the currently loaded image. Resolution and colorspace.

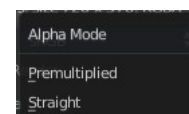
Color Space

Here you can choose the color space type for the movie or image sequence files.



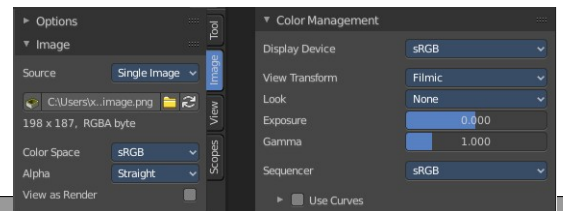
Alpha

Here you can choose the alpha channel mode. Straight or Premultiplied.



View as Render

Display the image with using the color management settings.



Metadata Panel

Displays existing meta data of the file.

