



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, dependent of what you have selected. And in what mode you are

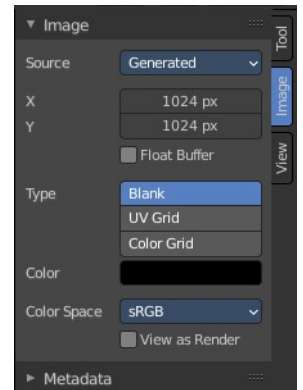


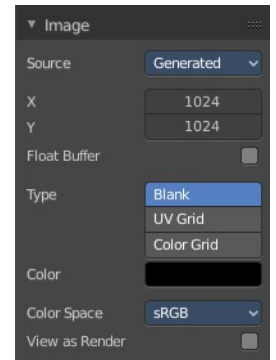
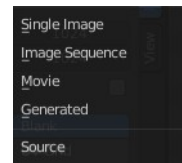
Image Panel

Find image related settings. Size, type, and so on.

Source

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

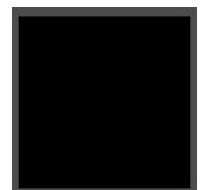
Use a floating point buffer. 8 Bit images uses integers. 32 Bit works with floats.

Generated Type Blank

This type displays an image with one blank color

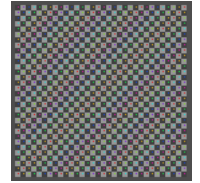
Color

The color of the blank image.



Generated Type UV Grid

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



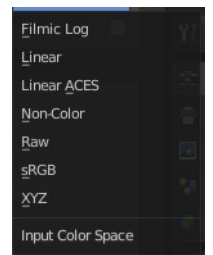
Generated Type Color Grid

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



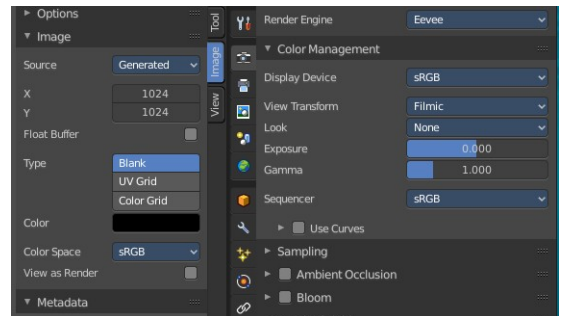
Color Space

Choose the color space type for the image.

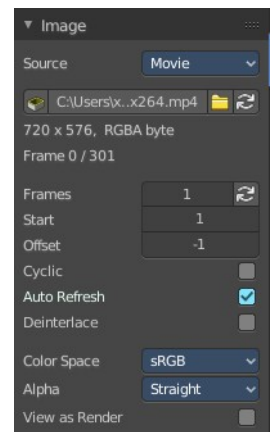


View as Render

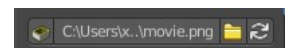
Displays the image with the color management settings.



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

See and edit the path to your movie or image sequence files.

Open

Open a new movie or image sequence files. A file dialog will appear.

Refresh

Reread the movie or image sequence files.

Info string

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

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

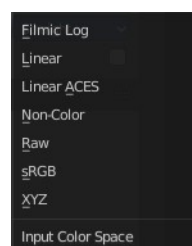
Always refresh image on frame changes.

Deinterlace

Deinterlace the movie file on load.

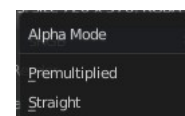
Color Space

Choose the color space type for the movie or image sequence files.



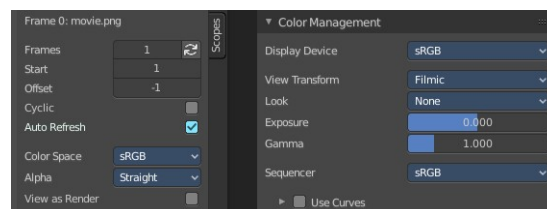
Alpha

Choose the alpha channel mode. Straight or Premultiplied.



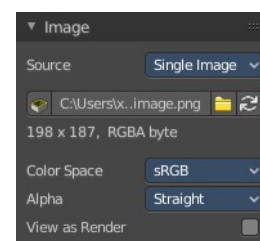
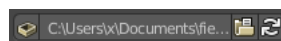
View as Render

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

See and edit the path to your movie or image sequence files.

Open

Open a new movie or image sequence files. A file dialog will appear.

Refresh

Reread the movie or image sequence files.

Source Type Udim

UDIM is an enhancement to the UV mapping and texturing workflow. And does not belong here. But in the UV Editor. It is just in the list because it shares the same menus with the UV Editor.

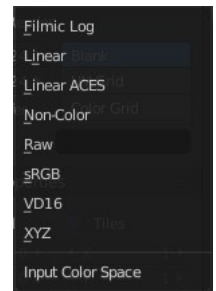


Info string

Some information about the currently loaded image. Resolution and color space.

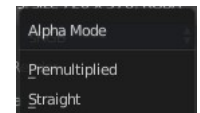
Color Space

Choose the color space type for the movie or image sequence files.



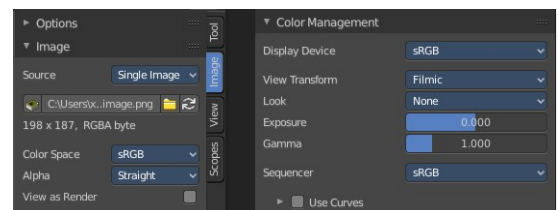
Alpha

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.

