NCH Software
Pixillion Image Converter

This user guide has been created for use with

Pixillion Image Converter Version 12.xx

Technical Support

If you have difficulties using Pixillion Image Converter please read the applicable topic before requesting support. If your problem is not covered in this user guide please view the up-to-date Pixillion Image Converter Online Technical Support at

www.nchsoftware.com/imageconverter/support.html.

If that does not solve your problem, you can contact us using the technical support contacts listed on that page.

Software Suggestions

If you have any suggestions for improvements to Pixillion Image Converter, or suggestions for other related software that you might need, please post it on our Suggestions page at

www.nch.com.au/suggestions/index.html.

Many of our software projects have been undertaken after suggestions from users like you. You get a free upgrade if we follow your suggestion.

Pixillion Image Converter

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Introduction

Thank you for installing Pixillion.

Pixillion image file conversion software is an image format converter for Windows and Mac OS X. It can convert image files between bmp, jpg, png, psd and more. Before converting your file, Pixillion allows you to preview the image and displays the current file parameters.

With Pixillion you can quickly and easily convert your image files into formats you need to host on web sites, reduce file size for sending via email or storing on a CD as well as quickly convert to the image format needed for other software applications.

Features

- Loads a variety of different image file formats.
- Quickly converts to a variety of output formats.
- Allows drag and drop of both files and folders.
- Supports command line tool.
- Allows watermark and text effects to be added to your images.
- Simple and intuitive interface.
- Designed to be very easy to use for day-to-day operation.

System Requirements

- Windows XP / 2003 / Vista / 2008 / 7 / 8 / 10/ 11

Licenses and the Trial Period

Trial Period

Pixillion will operate as a trial version for a limited time after it is first installed. During this trial period, all features of Pixillion Plus are available. When the trial period expires, Pixillion will stop working. To continue using the advanced features of Pixillion Plus after the trial period, you must purchase a license.

Feature Comparison Table

Feature	Pixillion	Pixillion Plus
Price	Free	Paid
Supported formats	Most	All
Conversion	One image at a time	Batch conversion
Watermark text	No	Yes
Watermark images	No	Yes
Command-line interface	No	Yes

How to use Pixillion

This is an overview of how to use Pixillion to convert your files from one format to another. Keep in mind that Pixillion is designed to learn from you as you go. It will remember your settings from each time you convert so that repeated tasks are faster for you.

Adding and Removing Files

To convert your image files into the desired format, begin by adding files into the file list window. Either click the **Add File(s)** button, or select File -> Add File(s) from the menu. You may also click the **Add Folder** button to add all image files contained in the specified folder.

Once your files have been added, if you wish to remove any of them, select the files and either click the **Remove** button, or select File -> Remove Selected File(s) from the menu. To select multiple files at once, press the Ctrl key and left-click on the files you want to select. To highlight all the files, either select File -> Select All from the menu, or press Ctrl + A.

Selecting an Output Folder

Near the bottom of the main window, there is a field labeled **Output folder,** where you can specify the file directory where converted files will be stored. You can either type in the desired folder, or you can click the **Browse** button below the field. Doing so will bring up a window where you can browse for the destination directory on your hard drive. The last several directories you have chosen in the past are stored in a drop-down list, and can be accessed by clicking the arrow on the right edge of the text field.

Selecting an Output Format

The field labeled **Output Format** is where you can select the desired output file format for your files.

If the selected codec has adjustable options, by clicking the **Compression Settings...** or **Encoder Settings...** button, a dialog will appear detailing the options you can change.

The following image codecs have adjustable options:
- BMP
- ICO
- JPEG
- JPEG XR
- JPEG 2000
- PDF
- PGF
- PNG
- PNM
- TIFF
- WMF
- WEBP

Adjusting Output Effects

Click the **Effects** button to adjust settings that affect the appearance of the converted image, such as resizing, rotation, text, and watermarking (see Image Effects for more details).

Converting Files

Once you have set the output folder and format, you can then select the files from the list you want to convert, and either click the **Convert** button, or select File -> Convert from the menu. If you click the Convert button without any files selected, all files in the list will be converted by default. Any effects, options, output settings or list changes that occur during a conversion will affect future conversions and not the existing conversion.

Note: Pixillion will stop your computer going to sleep during conversion. At the end of conversion your normal computer sleep timer will sleep the computer as required after the period of no activity.

Resizing Files

You can do batch resizing image files with Pixillion by combining functions of **Adjusting Output Effects** and **Converting Files**. Make sure you select the output format as the same with the input format. Click the **Resize** button from the toolbar. Set your resize options for output images (see Image Effects for more details). When finish setting, click on button to back to the main screen and click **Convert** button to produce resized images. Alternatively, you can do resizing via Scale options of the **Adjusting Output Effects** dialog.

Combine Files

You can select File -> Combine images from the menu to combine all selected images to a single TIFF, PDF or DOCX. You can rearrange the order of the images in the Combine Images dialog. Note: Only when you select 2 files or more in the list and set TIFF, PDF or DOCX as the output format, the menu **Combine images…** will be enabled.

Failed Conversions

The conversion status column in the image file list will report success, failure or which images are queued for the current conversion.

If images fail with a "Save failed" message, then you might need to specify an alternative output folder.

"Load failed" messages will occur if Pixillion determines that the image is either corrupt or is actually a different file format disguised as an image.

If a conversion has a status of "Skipped", then Pixillion aborted conversion on that image because an existing image of the same name already exists (see Program Options/Settings for more details).

Preview File

You can preview the selected image in a new window by double clicking it or selecting "Preview selected image" in the context menu.

In the preview window, move the slider bar to change the zoom level or use shortcut Ctrl+Mouse Wheel.

In the preview window, press the X button at the top right corner to close the window or use shortcut Esc button.

What Formats Does Pixillion Support?

Image Conversion There are a number of file formats that are supported in Pixillion. These formats are as follows:

Format	Extensions	Windows	Mac OS X	Pixillion Plus Required	Notes
Adobe Photoshop Document	*.psd	Read & Write	Read & Write	Yes	Layers are not maintained.
Adobe Photoshop Large Document file	*.psb	Read	-	-	Layers are not maintained.
Adobe Portable Format	*.pdf	Read & Write	Read & Write	-	-
Adobe Illustrator Format	*.ai	Read	Read	Yes	Use thumbnail if not PDF compatible file
Apple AAE sidecar file	*.aae	Read	Read	-	Read the JPEG file corresponding to AAE
AVID TARGA	*.tga	Read & Write	Read & Write (10.5 and above)	-	-
AV1 Image Format	*.avif	Read & Write	-	-	-
DjVu	*.djvu	Read	-	-	-
Direct Draw Surface	*.dds	Read	-	-	-
Encapsulated PostScript	*.eps	Write	-	-	-
Graphics Interchange Format	*.gif	Read & Write	Read & Write	-	-
High Efficiency Image File Format	*.heic *.heif	Read & Write	Read	-	Support only still images.
Joint Photographic Experts Group	*.jpeg;*.jpg	Read & Write	Read & Write	-	-
JPEG File Interchange Format	*.jfif	Read	Read	-	Read as JPEG file
Joint Photographic Experts Group 2000	*.jp2	Read & Write	Read & Write	-	-

Format	Extension				Notes
JPEG Stereoscopic	*.jps	Read	Read	Yes	-
JPEG Extended Range	*.wdp;*.hdp;*.jxr	Read & Write	-	-	Also known as Microsoft HD Photo or Windows Media Photo.
Maya Image File Format	*.iff	Read & Write	Read & Write	-	Z-Buffer is not maintained.
Windows Document	*.docx	Write	Write	-	-
Microsoft Bitmap	*.bmp;*.dib;*.rl4;*.rl8	Read & Write	Read & Write	-	Only read for *rl4 and *.rl8
Microsoft Icon	*.ico	Read & Write	Read Write (10.5 and above)	-	-
MPO	*.mpo	Read	Read	Yes	-
OpenEXR	*.exr	Read	-	-	-
Personal Computer eXchange	*.pcx	Read & Write	Read & Write	-	-
Portable Network Graphics	*.png	Read & Write	Read & Write	-	-
Portable Pixmap	*.pbm;*.pgm;*.ppm;*.pnm	Read & Write	Read & Write	Yes	-
Progressive Graphics File	*.pgf	Read & Write	Read & Write	Yes	-
Raw Camera Output	*.arw;*.cr2;*.cr3;*.crw;	Read	Read	-	-
Sun Raster	*.ras	Read & Write	Read & Write	Yes	-
SVG	*.svg;*.svgz	Read & Write	Read & Write	-	Masking is not maintained
Tagged Image File Format	*.tiff;*.tif	Read & Write	Read & Write	-	-
WebP	*.webp	Read & Write	Read & Write (10.5 and above)	Yes	Also support animated WebP
Windows Metafile	*.wmf;*.emf;*.emz	Read & Write	-	-	-
Wireless Bitmap	*.wbmp	Read & Write	Read & Write	Yes	-
eXperimental Computing Facility	*.xcf	Read	-	-	-

Overview of Supported Output Formats

AVIF
- AVIF (AV1 Image Format) is an open-source image format for storing still and animated images compressed with AV1 in the HEIF container format

BMP
- BMP is a family of raster image file formats primarily used on Microsoft Windows and is also supported in other desktop operating systems like macOS and Linux. BMP's are usually uncompressed resulting to large file sizes albeit being lossless in quality; Due to their simple structure, BMP's are widely compatible with Windows-based programs.

DIB
- Device-Independent bitmap (DIB) is a family of raster image file formats which has an identical structure to bitmap files (BMP). It can store both monochrome and color image data in different bit depths.

DOCX
- DOCX is the default file format of documents created with MS Word starting with the 2007 version. This format is made up of XML component files contained in a ZIP-like format.

EMF
- EMF (Enhanced Windows MetaFile) is a vector format and an improved version of WMF which can store 32-bit RGB image data. Because of its capacity to store large data, EMF delivers crisp and rich details to images which is suitable for graphic design and printing industries.

EPS
- EPS is short for Encapsulated PostScript. It was created by Adobe back in 1992. It's a standard graphics file format intended for placing images within a PostScript Document.

GIF
- The GIF (Graphics Interchange Format) is in normal use limited to an 8-bit palette, or 256 colors (while 24-bit color depth is technically possible). GIF is most suitable for storing graphics with few colors, such as simple diagrams, shapes, logos, and cartoon style images, as it uses LZW lossless compression, which is more effective when large areas have a single color, and less effective for photographic or dithered images. Due to its animation capabilities, it is still widely used to provide image animation effects, despite its low compression ratio compared to modern video formats.

ICO
- The ICO file format is an image file format for computer icons in Microsoft Windows. ICO files contain one or more small images at multiple sizes and color depths, such that they may be scaled appropriately.

MAYA IFF
- Maya IFF is a raster image file format associated with Autodesk Maya graphics software, originally developed by Alias Systems. It uses a variant of the IFF container format. It may also be known as TDI Explore (Thompson Digital Image) format.

IFF
- IFF (Interchange File Format) is a universal format introduced by Electronic Arts to accommodate different types of data. IFF is widely used by graphics programs in MS-DOS, MS Windows, Mac and UNIX. An IFF file is built up from chunks which is closely related to TLV representation.

JPEG
-

JPEG (Joint Photographic Experts Group) is a lossy compression method; JPEG-compressed images are usually stored in the JFIF (JPEG File Interchange Format) file format. The JPEG/JFIF filename extension is JPG or JPEG. Nearly every digital camera can save images in the JPEG/JFIF format, which supports eight-bit grayscale images and 24-bit color images (eight bits each for red, green, and blue). JPEG applies lossy compression to images, which can result in a significant reduction of the file size.

JPEGXR
- JPEGXR (JPEG extended range) is a still-image compression standard and file format for continuous tone photographic images, based on technology originally developed and patented by Microsoft under the name HD Photo (formerly Windows Media Photo). It supports both lossy and lossless compression.

JPEG2000
- JPEG 2000 is a compression standard enabling both lossless and lossy storage. The compression methods used are different from the ones in standard JFIF/JPEG; they improve quality and compression ratios, but also require more computational power to process. JPEG 2000 also adds features that are missing in JPEG. It is not nearly as common as JPEG, but it is used currently in professional movie editing and distribution (some digital cinemas, for example, use JPEG 2000 for individual movie frames).

PCX
- PCX was the native image format of a DOS-based program PC Paintbrush from ZSoft Corporation, and was for a time (especially the late 1980s) a very popular image format among users of IBM PC compatibles and the PC/MS-DOS operating system. Much clip art was distributed in this format. However, it was tied closely to platform-specific attributes such as the particular graphic modes available in early PCs, and later lost ground to more platform-independent graphic formats like GIF, JPEG, and PNG.

PDF
- The Portable Document Format (PDF) is a file format developed by Adobe in the 1990s to present documents, including text formatting and images, in a manner independent of application software, hardware, and operating systems. Based on the PostScript language, each PDF file encapsulates a complete description of a fixed-layout flat document, including the text, fonts, vector graphics, raster images and other information needed to display it.

PGF
- PGF (Progressive Graphics File) is a raster image file format that uses wavelet compression.

PNG
- Portable Network Graphics is a raster-graphics file-format that supports lossless data compression. PNG supports palette-based images (with palettes of 24-bit RGB or 32-bit RGBA colors), grayscale images (with or without alpha channel for transparency), and full-color non-palette-based RGB/RGBA images (with or without alpha channel). The PNG working group designed the format for transferring images on the Internet, not for professional-quality print graphics.

PNM
- Netpbm format is a family including the portable pixmap file format (PPM), the portable graymap file format (PGM) and the portable bitmap file format (PBM). These are either pure ASCII files or raw binary files with an ASCII header that provide very basic functionality and serve as a lowest common denominator for converting pixmap, graymap, or bitmap files between different platforms. Several applications refer to them collectively as PNM (Portable aNy Map).

PSD

- A PSD file stores an image with support for most imaging options available in Photoshop. These include layers with masks, transparency, text, alpha channels and spot colors, clipping paths, and duotone settings. This is in contrast to many other file formats (e.g., .JPG or .GIF) that restrict content to provide streamlined, predictable functionality. A PSD file has a maximum height and width of 30,000 pixels, and a length limit of two gigabytes.

RAS
- Sun Raster, or Sun Rasterfile, is an image file format associated with Sun operating systems. It supports grayscale, paletted, and full color images. Images may be uncompressed, or use RLE compression.

SVG
- SVG - Scalable Vector Graphics (SVG) is an XML-based method for storing vector images.

TGA
- TGA (Targa) is a raster image file format developed by Truevision, Inc. (then named EPICenter) in 1984. Designed for use with MS-DOS color applications, TGA is the native format of Truevision's TARGA (Truevision Advanced Raster Graphics Adapter) boards, which were some of the first graphic cards for IBM-compatible PCs to support 24-bit RGB color encoding (sometimes termed truecolor). TGA images are normally either uncompressed, or compressed with run-length encoding.

TIFF
- The TIFF (Tagged Image File Format) format is a flexible format that normally saves eight bits or sixteen bits per color (red, green, blue) for 24-bit and 48-bit totals, respectively, usually using either the TIFF or TIF filename extension. TIFFs can be lossy or lossless, depending on the technique chosen for storing the pixel data. TIFF image format is not widely supported by web browsers. TIFF remains widely accepted as a photograph file standard in the printing business. TIFF can handle device-specific color spaces, such as the CMYK defined by a particular set of printing press inks. OCR (Optical Character Recognition) software packages commonly generate some form of TIFF image (often monochromatic) for scanned text pages.

WBMP
- WBMP (Wireless Bitmap, or WAP Bitmap) is an image file format associated with WAP (Wireless Application Protocol). It stores uncompressed bi-level raster images.

WEBP
- WebP is an image file format developed by Google, primarily intended for use on web pages. It can use either lossy or lossless compression. Its lossy compression is based on portions of the VP8 video compression format. It uses the RIFF container format.

WMF
- Windows Metafile (WMF) is a vector graphics format native to Microsoft Windows 3.x. It stores a list of commands which, when executed, generate an image. The term Windows Metafile usually refers specifically to WMF format, though it can also be an umbrella term that includes the successor format, Enhanced Metafile (EMF).

Most of the information here can be found in the File Format Wiki.

Program Options

Overwrite

If Pixillion tries to write a converted image to an already existing file name:
- **Skip existing images:** Pixillion will not overwrite any existing files.
- **Replace existing images:** Pixillion will overwrite existing files with newly converted images.
- **Append number to filename:** Pixillion will save converted images with modified names to avoid overwriting files.

DPI

When converting a non-pixel based image to a pixel based image, DPI or the pixel width of the output can be specified:
- **DPI (Dots per inch):** Specify DPI resolution for conversion. The higher the DPI the better the quality but the bigger the file size.
- **Pixel Width:** Specify pixel width of output. Please consider the aspect ratio of the original image before setting this parameter. The higher the pixels the better the quality but the bigger the file size.

DPI option will not be prompted before conversion if "Prompt to specify DPI when converting to a pixel based format" check box is ticked.

Background

The following image formats do not support per-pixel transparency:
- Joint Photographic Experts Group (*.JPEG;*.JPG;)
- Personal Computer eXchange (*.PCX)
- Portable Document Format (*.PDF)
- Portable Pixmap (*.PBM;*.PGM;*.PPM;*.PNM)
- Sun Raster (*.RAS)
- Wireless Bitmap (*.WBMP)

When converting an image with per-pixel transparency to one of these formats, the transparent background can be replaced by:
- **Solid Color** Fills the background with the color of your choice.
- **Checker Pattern** Fills the background with a checkered pattern of white and gray.
- **Background Image File** If the selected background image file still has transparent background, the selected image file's background will simply be replaced by the white color.

Background option will not be prompted before conversion if "Prompt when converting transparent images" check box is ticked.

Preserving Image Metadata

Check the **Preserve metadata** checkbox to preserve the input images' metadata to the converted images. Current version supports preserving EXIF metadata for JPEG, JPEG XR and TIFF file formats.

Other

Check the **Prompt for opening output file or folder after successful conversion** - checkbox to get notification when the conversion completed successfully. A dialog will pop up to allow you to open the output file or folder.

Check the **Copy folder structure of source files** - checkbox to make the output folder structure the same as the source files' folder structure.

Check the **Prevent conversions where the output file will be larger than the input file** - checkbox to make sure the output file's size doesn't surpass the size of the sources files.

Check the **Prompt when converted file will be larger than output file** - checkbox to show a prompt when the output file's size is larger than the size of the source's.

Check the **Convert to traced SVG (used in electronic cutting machines)** - checkbox if you want a traced version of the file. This is only applicable when you have selected SVG as ouput format. A sample use is to create SVG from scanned data, such as logos, handwritten notes, etc.

Select the **Apply added effects on every conversion until manually cleared** option to maintain your effects list for every conversion.

Delete original file after successful conversion - tick this checkbox if you would like Pixillion to remove the original / source file after successful conversion.

Combine Images

Selected files in the main Pixillion image file list can be combined into a single **DOCX**, **PDF**, **TI FF** or **HEIC** file by clicking the Combine button on the toolbar or by selecting File->Combine. The order of combined files can be rearranged in the Combine Images dialog window.

Note: The Combine feature is enabled when both of the following conditions are met:

1. Two or more files in the list are selected.
2. **DOCX**, **PDF**, **TIFF**, or **HEIC** is selected as the output format.

Combine Images dialog

The Combine Images dialog is where you select the order of your images. The default order of your images is the order they were in the image file list. To edit the order, select a file, then,use the **Move Up** and **Move Down** arrow buttons on the right of the dialog window.

- **Move Up**: Move the selected file up one spot in the list.
- **Move Down**: Move the selected file down one spot in the list.

Combine images

Once your image files are in the proper order, combine the files into a single image file by pressing the **Combine images...** button at the bottom of the dialog window.

In the **Combine Images As** dialog, enter a File name and browse to the location you would like to save the new file.

Printing a Single Image

To print an image, select the target image then click on **File->Print** or **Ctrl+P**. This will open a printing dialog with a preview window on the left and print options on the right. The image is shown at a size of 300PPI digital resolution.

Paper Options

Use the **Size Category** pulldown list to choose which set of paper sizes will appear in the **Paper Size** pulldown list.

Use the **Paper Size** pulldown list to select the size of the paper you will be printing to. The dimensions of the selected paper size are displayed both in the pulldown list and print preview.

Use the **Portrait** and **Landscape** radio buttons to choose the orientation of the paper.

Use the **Margins** control to adjust the minimum padding between your image and the edge of the paper.

Image Layout

Use the image layout options if you want multiple copies of your image to be printed on the same page.

Select the **2x** option to print two copies of your image, or the **4x** option to print four copies of your image.

Image Position

The image position can be changed by dragging the preview or with the options found in the Image Position group box.

By default, the image will be located in the center of the paper. This can be changed by unchecking the **Center Image** checkbox.

Once the Center Image checkbox is unchecked, use the **Top** and **Left** fields to adjust the position of the top left corner of the image.

Image Size

The size of the image can be changed by dragging the corners of the preview or with the options found in the Image Size group box.

Check the **Scale to Fit Paper** checkbox to resize the image to the same size as the paper.

Alternatively, use the **Width** and **Height** fields to set a specific width and height. The image aspect ratio is kept.

Units

Use the units pulldown list to switch between **Inches**, **Millimeters** and **Centimeters**.

Click the **Print** button to print the image.

Click the **Cancel** button to close the Print dialog without printing.

Click the **Help** button to show the help page.

Printing Multiple Images

To print multiple images, select 2 or more images then click on **File->Print Many Images on a Page**. This will open a printing dialog with a preview window on the left and print options on the right. The images are shown at a size of 300PPI digital resolution.

Paper Options

Use the **Size Category** pulldown list to choose which set of paper sizes will appear in the **Paper Size** pulldown list.

Use the **Paper Size** pulldown list to select the size of the paper you will be printing to. The dimensions of the selected paper size are displayed both in the pulldown list and print preview.

Use the **Portrait** and **Landscape** radio buttons to choose the orientation of the paper.

Use the **Margins** control to adjust the minimum padding between your image and the edge of the paper.

Image Layout

This feature is disabled for **Print Many Images on a Page** option.

Image Position

The image position can be changed by dragging the preview or with the options found in the Image Position group box.

By default, the image will be located in the center of the paper. This can be changed by unchecking the **Center Image** checkbox.

Once the Center Image checkbox is unchecked, use the **Top** and **Left** fields to adjust the position of the top left corner of the image.

Image Size

The size of the image can be changed by dragging the corners of the preview or with the options found in the Image Size group box.

Check the **Scale to Fit Paper** checkbox to resize the image to the same size as the paper.

Alternatively, use the **Width** and **Height** fields to set a specific width and height. The image aspect ratio is kept.

Units

Use the units pulldown list to switch between **Inches**, **Millimeters** and **Centimeters**.

Click the **Print** button to print the images.

Click the **Cancel** button to close the Print dialog without printing.

Click the **Help** button to show the help page.

Image Effects

Image Resizing

Change the pixel dimensions of converted images.

Note: The output dimensions of ICO files is determined by the ICO encoder settings. For best results when using the ICO output format, please disable image scaling.

Scale by

- No change - Pixel dimensions of images are not changed on conversion.
- Percentage - Images are scaled using specified percentage without distorting the original image's aspect ratio.
- Long side - The long side of images are scaled to specified value without distorting the original image's aspect ratio.
- Original aspect ratio - The converted image will have the largest pixel dimensions fitting into the supplied width and height parameters without distorting the original image's aspect ratio.
- Predefined frame size - The converted image will be scaled to fit the selected predefined frame size with a possible aspect ratio distortion. If your preferred frame size is not in the list, please use the **Custom Frame Size** option
- Custom frame size - The converted image will have the supplied width and height parameters with a possible aspect ratio distortion.

Long side in pixels

Specify desired long side in pixels after scaling.

Width in pixels and Height in pixels

Specify desired dimensions for converted images.

- If both parameters are zero, the converted image will keep the original image's pixel dimensions (i.e. no change).
- If Scaling is **Original aspect ratio**
  - If "Width in pixels" is zero and "Height in pixels" is nonzero, the converted image's height will follow "Height in pixels" (the width will be computed to keep the aspect ratio).
  - If "Width in pixels" is nonzero and "Height in pixels" is zero, the converted image's width will follow "Width in pixels" (the height will be computed to keep the aspect ratio).
  - If both parameters are nonzero, the one that will give a smaller image will be used (the other will be computed to keep the aspect ratio).
- If Scaling is **Custom frame size**
  - If "Width in pixels" is zero and "Height in pixels" is nonzero, the converted image's height will follow "Height in pixels" (the width is not changed).
  - If "Width in pixels" is nonzero and "Height in pixels" is zero, the converted image's width will follow "Width in pixels" (the height is not changed).
  - If both parameters are nonzero, the converted image will follow the specified parameters.

Upscale Method

Determines what happens to neighboring pixels when image is resized to higher dimensions and pixels are added.

- Sharp square pixels - Best for low resolution images.
- Smooth blurry pixels - Best for photographs and scanned images.
- Super Resolution - Improves image quality by using Artificial Intelligence to estimate the new added pixels

Note that the Upscale option has no effect if the source image and converted image have the same pixel dimensions. Super Resolution operation requires some processing time, larger images will require longer processing time.

Downscale Method

Determines what happens to neighboring pixels when image is resized to lower dimensions and pixels are removed.

- Sharp square pixels - Best for low resolution images.
- Smooth blurry pixels - Best for photographs and scanned images.

Note that the Downscale option has no effect if the source image and converted image have the same pixel dimensions.

Change resolution (DPI)

DPI (Dots per inch) Specify DPI resolution for conversion. The higher the DPI the better the quality but the bigger the file size.

Image Cropping

Crop the image(s) to the specified dimension.

Aspect Ratio

- No change - Crop will not be applied on conversion.
- Custom - Width and Height can be changed freely without keeping the aspect ratio.
- Original - Width and Height can be adjusted without distorting the original image's aspect ratio.
- Square - Width and Height will be the same.
- Other available Aspect Ratios: 2x3 or 4x6; 3.5x5; 4x3; 5x7; 4x5 or 8x10 or 16x20; 8.5x11; 11x4; 16x9; 20x24

Orientation

Check the **Portrait** radio button to make the cropped region taller than it is wide. Check the radio button to make the cropped region wider than it is tall.

Units

Select from **Pixels**, **Inches**, **Centimeters** or **Millimeters**. Width and Height will automatically be converted to your unit of choice.

Width and Height

Enter the width and height that the image should be cropped to. If the **Keep Aspect Ratio** box is checked, entering a value for one dimension will automatically change the other dimension's value to preserve the aspect ratio.

- If Aspect Ratio is not **Custom**
  - When Height is being changed, the Width will automatically be computed to keep the aspect ratio.
  - When Width is being changed, the Height will automatically be computed to keep the aspect ratio.

Anchor Point - Click the 3x3 grid of buttons to select the origin where crop will be applied.

Flip

Flip the image Horizontally or Vertically.

- Horizontal.
- Vertical.

Rotate

Rotate by multiples of 90 degrees in a clockwise direction.

- No change.
- 90 Degrees.
- 180 Degrees.
- 270 Degrees.

Watermarking

Pixillion can place (separate or combined) text and image watermarks on your converted images. The watermark preview area can help you to visualize what your final images will look like with the watermarks.

Watermark Text

The following properties control how the watermark text will appear:
- Enable - If the Enable checkbox is ticked, all future image conversions will have the watermark text applied.
- Text - Input here the watermark text.
- Font - Click the popup menu to select the font typeface.
- Bold, Italic and Underline - Press the buttons as needed.
- Size - Choose "Width" or "Height" to specify which dimension to be used for the "Pixels" and "Percent" settings. Select "Pixels" and specify the pixel dimension of the text. Or select "Percent" and slide to adjust the size. It is scaled as a percentage of the final height of each individually converted image. Manual calibration will be required to ensure that the entire watermark text fits on the converted images while still being readable.
- Opacity - Slide to reduce the watermark text opacity to increase the visibility of the converted image from behind the watermark text.
- Alignment - Click the 3x3 grid of buttons to align the watermark text to different snapping points on your converted image. You can set offsets according to the selected alignment.
  - For the horizontal offset (offset x), selecting anywhere in column 1 or 2 of the 3x3 grid will offset the watermark text towards the right side of source image. While selecting anywhere in column 3 or the rightmost column of the 3x3 grid will offset the watermark text towards the left side of source image.
  - For the vertical offset (offset y), selecting anywhere in row 1 or 2 of the 3x3 grid will offset the watermark text towards the bottom side of source image. While selecting anywhere in row 3 or the bottommost row will offset the watermark text towards the top side of source image.
- Color - Click the color box to change the text's foreground color.
- Background color - Tick the checkbox and click the color box to change the text's background color.
- Outline color - Tick the checkbox and click the color box to change the text's outline color.

Watermark Image

The following properties control how the watermark image will appear:
- Enable - If the Enable checkbox is ticked, all future image conversions will have the watermark image applied.
- Browse button and image name - Click the browse button to choose a watermark image. When a watermark image has been selected, the image file name will appear next to the Browse button.
- Size - Slide to adjust the size of the watermark image. The maximum size will not exceed the converted image's post-conversion width or height.
- Filter - Select "Sharp square pixels" (best for low resolution images), or "Smooth blurry pixels" (best for photographs and scanned images).
- Opacity - Slide to reduce the watermark image opacity to increase the visibility of the converted image from behind the watermark image.
- Alignment - Click the 3x3 grid of buttons to align the watermark image to different snapping points on your converted image. You can set offsets according to the selected alignment.

- For the horizontal offset (offset x), selecting anywhere in column 1 or 2 of the 3x3 grid will offset the watermark image towards the right side of source image. While selecting anywhere in column 3 or the rightmost column of the 3x3 grid will offset the watermark image towards the left side of source image.
- For the vertical offset (offset y), selecting anywhere in row 1 or 2 of the 3x3 grid will offset the watermark image towards the bottom side of source image. While selecting anywhere in row 3 or the bottommost row will offset the watermark image towards the top side of source image.

Fit to Window

It provides a quick way to make you see everything of the selected source image with effects.

Vignette

The Vignette effect causes the image to fade out to a specified color at its edges. It can be used to simulate the light capturing properties of an old camera, or to add a soft elliptical border.

To add the effect, click the Effects button and choose Vignette or click Effects menu > Vignette. Check the 'Enable' checkbox to use the effect.

Usage

The Vignette effect is controlled by 3 settings:
- Use the first slider to adjust the vignetting size.
- Use the second slider to adjust the visibility of the vignetting effect.
- Use the color picker to change the vignetting color.

Filter

Apply filter effects on the image.
- Black and White.
- Sepia.
- Negative.
- Auto Levels.

Restore Defaults

Restore all of the options in Image Effects to their default values.

Using the Pixillion Command-line Tool

The Pixillion command-line tool allows you to use Pixillion to convert files from the Windows command line. This can be used to let other software convert files with Pixillion or to automate batch conversion.

The Pixillion executable is installed here: "C:\Program Files\NCH Software\Pixillion\Pixillion.exe"

Usage:

Pixillion.exe [command/conversion property] [parameter/property value]

Examples of usage are found at the bottom of this page.

Command parameters and property values need to be enclosed with double quotation marks (") if they contain spaces.

Commands

Command	Parameter	Description
-exit	-	Close Pixillion
-convert	-	Send convert command and wait for Pixillion to finish
-selectall	-	Set all images in Pixillion's image list to selected
-selectnone	-	Set all images in Pixillion's image list to unselected
-removeall	-	Removes all images from Pixillion's image list
-useinputfolder	-	Equivalent to '-outputfolder "[Same as source image]"'
-add	image path	Image is added to Pixillion's image list (if not already there) and selected
-remove	image path	Remove a single image from Pixillion's image list
-select	image path	Set a single image from Pixillion's image list to selected

Properties

Property	Valid Entries
-outputfolder	• Absolute or relative folder path. Enclose in double quotation marks if there are spaces in the path.
-outputformat	• Enclose in double quotation marks if there's a space in the format name (e.g. "Maya IFF"). • AVIF • BMP • DIB • DOCX • EPS • GIF

- ICO
- Maya IFF
- JPEG
- JPEG 2000
- JPEG XR
- PCX
- PDF
- PGF
- PNG
- PNM
- PBM
- PGM
- PPM
- PSD
- RAS
- SVG
- TGA
- TIFF
- WBMP
- WEBP
- WMF/EMF/EMF+/EMFDual

-scaling

- 0 = No change
- 1 = Percentage
- 2 = Long side
- 3 = Original aspect ratio
- 4 = Custom frame size

-percent

- 1 to 10000

-longside

- 0 = Keep original image size
- 1+ = Keep aspect ratio, and scale the longer side of the image to this value

-width

- 0 = Use original image width
- 1+ = Maximum pixel width

-height

- 0 = Use original image height
- 1+ = Maximum pixel height

-filter

- 0 = Sharp square pixels for converted images
- 1 = Smooth blurry pixels for converted images

-rotation

- 0 = No change
- 1 = 90 degrees clockwise
- 2 = 180 degrees clockwise
- 3 = 270 degrees clockwise

-flip

- 1 = Flip Horizontal
- 2 = Flip Vertical

-transparencycolor

- HTML notation for color, example: #FFFF00 = yellow

-overwrite

- 0 = Skip existing images
- 1 = Replace existing images
- 2 = Append number to filename

-jpeg_quality

- 0 to 100
- 0 = Maximum compression
- 100 = Best quality

-textvisible

- 0 = No watermark text applied to converted images
- 1 = Watermark text is applied to converted images

-text

- Watermark text content

-textfont

- Font name. Enclose in double quotation marks if there are spaces in the name.

-textbold

- 0 = Non-bold watermark text
- 1 = Bold watermark text

-textitalic

- 0 = Non-Italicized watermark text
- 1 = Italicized watermark text

-textunderline

- 0 = Non-underlined watermark text
- 1 = Underlined watermark text

-textcolor

- HTML notation for color, example: #0080FF = blue

-textbackground

- HTML notation for color, example: #FFFFFF = white
- 0 = No watermark text background

-textalignment

- 0 = Top-Left corner
- 1 = Top edge
- 2 = Top-Right corner
- 3 = Left edge
- 4 = Center
- 5 = Right edge
- 6 = Bottom-Left corner
- 7 = Bottom edge
- 8 = Bottom-Right corner

-textoffsetx

- 0 to 99
- It is horizontal offset from Top-Left corner in percentage of the converted image width.
- It is valid only if TextAlignment is Top-Left corner.

-textoffsety

- 0 to 99
- It is vertical offset from Top-Left corner in percentage of the converted image height.
- It is valid only if TextAlignment is Top-Left corner.

-textsizedimension

- 0 = Text size is with respect to image width.
- 1 = Text size is with respect to image height.

-textsizemode

- 0 = Text size is specified as number of pixels. Use TextSizeAbsolute to specify the pixel width (if TextSizeDimension=0) or height (if TextSizeDimension=1).

- 1 = Text size is specified as a percentage of the image width (if TextSizeDimension=0) or height (if TextSizeDimension=1). Use TextSizeRelative to specify the percentage.

-textsizeabsolute

- Text pixel width or height.
- 1 to 32767

-textsizerelative

- Text dimension as percentage of converted image width or height.

- 5 to 100

-textopacity

- 5 to 100

-image

- Watermark image file path. Enclose in double quotation marks if there are spaces in the path.

-imagevisible

- 0 = No watermark image applied to converted images
- 1 = Watermark image is applied to converted images

-imagealignment

- Watermark image alignment on main image
- 0 = Top-Left corner
- 1 = Top edge
- 2 = Top-Right corner
- 3 = Left edge
- 4 = Center
- 5 = Right edge
- 6 = Bottom-Left corner
- 7 = Bottom edge
- 8 = Bottom-Right corner

-imageoffsetx

- 0 to 99
- It is horizontal offset from Top-Left corner in percentage of the converted image width.
- It is valid only if ImageAlignment is Top-Left corner.

-imageoffsety

- 0 to 99
- It is vertical offset from Top-Left corner in percentage of the converted image height.
- It is valid only if ImageAlignment is Top-Left corner.

-imagefilter

- Watermark image scaling filter
- 0 = Sharp square pixels
- 1 = Smooth blurry pixels

-imagesize

- Watermark image scale percent
- 5 to 100

-imageopacity

- Watermark image opacity percent
- 5 to 100

Encoder Settings

These are additional encoder settings for the different output formats.

Encoder Setting	Valid Entries
-BMP_PixelFormat	- BMP Pixel Format 0 = 8 bits (256 colors) 1 = 24 bits (True color) 2 = 32 bits (True color with transparency)
-ICO_Preset	- ICO Preset 0 = Windows 2000 1 = Windows Vista
-ICO_Formats	- ICO Formats (Bits per pixel combinations) - A number between 1 and 1023. The input number is the decimal equivalent of an 8-bit number where the 1's or true bits correspond to the ticks in the bpp checkboxes. Check the ICO encoder settings window for more details.
-PDF_PaperSize	- PDF Paper Size 0 = A0 1 = A1 2 = A2 3 = A3 4 = A4 5 = Legal 6 = Letter
-PDF_Orientation	- PDF Orientation 0 = Portrait 1 = Landscape
-PDF_Margin	- PDF Margin 0.0 to 20.0
-PDF_ScalingMode	- PDF Scaling Mode 0 = Original Size 1 = Fit to page 2 = Stretch to page
-PDF_PositioningMode	

- PDF Positioning Mode
- 0 = Left Top
- 1 = Central
- 2 = Left Bottom

-PDF_ImageQuality

- PDF Image Quality
- 0 to 100

-PDF_RotateAutomatically

- PDF Rotate Automatically
- 0 = False
- 1 = True

-PNM_Format

- PNM Format
- 0 = Monochrome Plain (PBM ASCII)
- 1 = Greyscale Plain (PGM ASCII)
- 2 = RGB Plain (PPM ASCII)
- 3 = Monochrome Binary (PBM Raw)
- 4 = Grayscale Binary (PGM Raw)
- 5 = RGB Binary (PPM Raw)

-TIFF_Color

- TIFF Color
- 0 = True color (24/32bits per pixel)
- 1 = Less colors (256 Colors)

-WMF_Format

- WMF/EMF Format
- 1 = WMF: 16-bit GDI
- 2 = WMF: 16-bit GDI with placeable header
- 3 = EMF: 32-bit GDI
- 4 = EMF+: GDI+
- 5 = Contains both EMF and EMF+

-JPEGXR_CompressionMode /
-JPEG2000_CompressionMode

- JPEGXR / JPEG2000 Compression Mode
- 0 = Lossless
- 1 = Use Quality Settings

-JPEGXR_CompressionQuality /
-JPEG2000_CompressionQuality

- JPEGXR / JPEG2000 Compression Quality
- 0 to 100
- 0 = Maximum compression
- 100 = Best quality

-PGF_CompressionMode

- PGF Compression Mode
- 0 = Lossless

	• 1 = Use Quality Settings
-PGF_CompressionQuality	
	• PGF Compression Quality • 0 to 100 • 0 = Maximum compression • 100 = Best quality
-PNG_Color	
	• PNG Color • 0 = True color (24/32bits per pixel) • 1 = Less colors (256 Colors)
-WEBP_CompressionMode	
	• WEBP Compression Mode • 0 = Lossless • 1 = Use Quality Settings
-WEBP_CompressionQuality	
	• WEBP Compression Quality • 0 to 100 • 0 = Maximum compression • 100 = Best quality

Examples

Please note examples are written as though the user has navigated to the Pixillion install location in the Command prompt.

Command Line	Description
Pixillion.exe -removeall -add C:\MyImage.jpg -outputformat PNG -text "Sample Text" -convert	Loads MyImage.jpg, adds watermark text, and saves the result as MyImage.png.
Pixillion.exe -removeall -add C:\MyInputFolder -outputfolder = C:\MyOutputFolder -outputformat JPG -scaling 1 -width 128 -height 128 -convert -exit	Loads all images found in MyInputFolder, resizes them all to fit in 128x128 pixels, saves them all as JPEG files in MyOutputFolder, and exits Pixillion.
Pixillion.exe -add "C:\My Other Input Folder\MyImage.png" -outputformat TGA -convert -exit	Loads MyImage.png found in 'My Other Input Folder', and saves the result as MyImage.tga, and exits Pixillion.

Shortcut Keys Reference

Show Full Menu - Alt
Add file(s) - Alt+A
Add folder - Alt+F
Remove selected file(s) - Delete
Remove all files - Alt+E
Select all - Ctrl+A
Effects - Ctrl+E
Zoom - Ctrl+Mouse Wheel
Resize - Ctrl+R
Preview selected image - Alt+V
Print - Ctrl+P
Convert file(s) - F3
Options - Ctrl+O
Exit program - Alt+F4
Close preview window - Esc
Help documentation - F1

Related Programs

You can find other useful softwares from us which is related to Pixillion through **Launch** menu item from **File** menu.

- **Express Burn**: a software for burning discs.
- **Doxillion**: a software for converting documents.
- **Express Zip**: a software for compressing files.
- **PhotoPad**: a software for editing images.
- **PhotoStage**: a software for creating slideshows.
- **Prism**: a software for converting video files
- **Switch**: a software for converting audio files

NCH Software Suite

This is a useful way to browse all the software available from NCH Software

You can see a set of products by type like Audio, Video and so on and view the product. From there you can try out the product and it will download and install it for you to trial. If you already have the product installed then you can click "Run It Now" and the program will be launched for you.

There is also a list of features for products in the category. Click on a feature, such as "Edit a Video File", to install a product with that ability.

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Legal Department
NCH Software, Inc.
6120 Greenwood Plaza Blvd, Ste 120
Greenwood Village CO, 80111
USA
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B. The arbitrator may award declaratory or injunctive relief only in favor of the individual party seeking relief and only to the extent necessary to provide relief warranted by that party's individual claim. YOU AND NCH AGREE THAT EACH MAY BRING CLAIMS AGAINST THE OTHER ONLY IN YOUR OR ITS INDIVIDUAL CAPACITY, AND NOT AS A PLAINTIFF OR CLASS MEMBER IN ANY PURPORTED CLASS OR REPRESENTATIVE PROCEEDING. Further, unless both you and NCH agree otherwise, the arbitrator may not consolidate more than one person's claims, and may not otherwise preside over any form of a representative or class proceeding. If this specific provision is found to be unenforceable, then the entirety of this arbitration provision shall be null and void.

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D. To opt out of this Arbitration Agreement and class action waiver send an Opt Out notice to the Notice Address stating "I am electing to opt out of the Arbitration Agreement and class action waiver contained in the Legal Terms applicable to my purchase of an NCH product." Your Opt Out Notice must include the date and proof of purchase. The Opt Out Notice must be postmarked no later than thirty (30) days after the date of purchase. A separate Opt Out Notice must be sent for each product purchased.

Image Settings - ICO Encoding Settings

Preset

Select one of the preset configurations to automatically enable the image formats recommended for the chosen scenario.

Formats

The ICO file will contain an image in each of the enabled image formats. Higher resolutions and more bits-per-pixels (bpp) give higher quality images, but increase the file size.

Note: ICO files containing a PNG encoded image cannot be read by File Explorer prior to Windows Vista.

Image Settings - JPEG Compression Settings

Quality
Choose between a smaller file with lower quality, or a larger file with higher quality.

Image Settings - BMP Encoding Settings

Pixel Format
    Choose between a file with 8, 24 or 32 bits per pixel. You must select 32 bits per pixel if you
    wish to have any transparency in the picture.

Image Settings - PNG Encoding Settings

256 color
   You can check this option to 256-color palette PNG which is smaller than true color PNG.

Image Settings - PNM Encoding Settings

Portable Anymap Format

Choose either monochrome (portable pixmap), grayscale (portable graymap) or RGB (portable bitmap) format. Each of them can be saved as plain (ASCII) or binary files.

Binary threshold

Set the threshold for converting image to binary image. It is only used with monochrome formats.

Image Settings - TIFF Encoding Settings

256 color
   You can check this option to 256-color palette TIFF which is smaller than true color TIFF.

Image Settings - JPEG XR Compression Settings

Lossless Compression

Saves the image without any reduction in image quality, but results in a larger file than lossy compression.

Lossy Compression

Saves a smaller file than lossless compression, but causes some reduction in image quality.

Quality

Choose between a smaller file with lower quality, or a larger file with higher quality.

Image Settings - JPEG 2000 Compression Settings

Lossless Compression

Saves the image without any reduction in image quality, but results in a larger file than lossy compression.

Lossy Compression

Saves a smaller file than lossless compression, but causes some reduction in image quality.

Quality

Choose between a smaller file with lower quality, or a larger file with higher quality.

Image Settings - PDF Encoding Settings

Paper Size

Select the paper size you would like to use for the target PDF document.

Orientation

Select the paper orientation you would like to use for the target PDF document.

Margin

Input the margin value in millimeter as top, left, bottom and right margin.

Scaling Mode

Select the mode to decide how to scale images in PDF page.

- None: keep the original size of the image. If images do not have resolution description, the default value (e.g. 72DPI) will be used.
- Fit to Printable Area: reduce or enlarge each image to the paper size except the margins and keep the same aspect ratio in width and height.
- Stretch to Printable Area: stretch the image to be full of the entire page except the margins.
- Auto Fit by Image Size: scale the image to a reasonable size

Positioning Mode

Select the positioning mode to decide how to place images in PDF page.

Image quality

Select the image quality when embed it into a PDF file. The higher the value, the better the embedded image quality is.

Auto Rotation

Adjusts the image's orientation to match the selected paper size and orientation.

Image Settings - WebP Compression Settings

WebP is a new image format developed by Google and supported in Chrome, Opera and Android that is optimized to enable faster and smaller images on the Web. WebP images are about 30% smaller in size compared to PNG and JPEG images at equivalent visual quality.

Lossless Compression
Saves the image without any reduction in image quality, but results in a larger file than lossy compression.

Lossy Compression
Saves a smaller file than lossless compression, but causes some reduction in image quality.

Quality
Choose between a smaller file with lower quality, or a larger file with higher quality.

Image Settings - AVIF Compression Settings

The AV1 image format (AVIF) is an exciting new open-sourced and royalty free optimised image format which supports any image codec. An AVIF image offers significant file size reduction compared with JPEG, PNG and WebP and is currently supported on Google Chrome, Firefox and Android.

On average there is a 50% saving by using an AVIF image compared to a JPEG and 20% savings compared to WebP images.

Lossless Compression

Saves the image without any reduction in image quality, but results in a larger file than lossy compression.

Lossy Compression

Saves a smaller file than lossless compression, but causes some reduction in image quality.

Quality

Choose between a smaller file with lower quality, or a larger file with higher quality.

Image Settings - HEIF Compression Settings

High Efficiency Image File Format (HEIF) is a container format for storing individual images and image sequences.

A HEIF image using HEVC requires less storage space than the equivalent quality JPEG. HEIF was adopted by Apple in 2017 with the introduction of iOS 11, and support on other platforms is growing.

Lossless Compression

Saves the image without any reduction in image quality, but results in a larger file than lossy compression.

Lossy Compression

Saves a smaller file than lossless compression, but causes some reduction in image quality.

Quality

Choose between a smaller file with lower quality, or a larger file with higher quality.

Image Settings - PGF Compression Settings

Lossless Compression

Saves the image without any reduction in image quality, but results in a larger file than lossy compression.

Lossy Compression

Saves a smaller file than lossless compression, but causes some reduction in image quality.

Compression Rate

Choose between a smaller file with lower quality, or a larger file with higher quality.

Image Settings - WMF Encoding Settings

Windows Metafile - Windows Enhanced Metafile

Windows Metafile: 16-bit Windows Metafile (WMF) using Graphics Device Interface (GDI).

Windows Metafile with Placeable header: 16-bit Windows Metafile (WMF) with a placeable header using Graphics Device Interface (GDI).

Windows Enhanced Metafile: 32-bit Windows Enhanced Metafile (EMF) using Graphics Device Interface (GDI).

Windows Enhanced Metafile Plus: 32-bit Windows Enhanced Metafile Plus (EMF+) using Graphics Device Interface Plus (GDI+).

Windows Enhanced Metafile Dual: 32-bit Windows Enhanced Metafile Plus (EMF+) using both GDI and GDI+.

Image Settings - SVG Encoding Settings

Scalable Vector Graphics (SVG) SVG is developed and maintained by W3C SVG Working Group. It is a popular format for charts, illustrations and 2D graphics. It is a web-friendly vector file format.

Embed Image

Retains the quality of image and converts into SVG format like XML

Convert to traced SVG (used in electronic cutting machine)

The result is an outlined, black-on-white image. Common applications are for logos, t-shirt printing, etc.

Image Settings - GIF Encoding Settings

Multi-page GIF (animated GIF)

You can tick this option to create an animated GIF file. You can specify the delay of each frame by checking in the *"Set frame delay in seconds"* input box and putting a time delay.

Multiple GIF Files

You can tick this option to create separate GIF files for each frame.

Check *"Prompt when converting multi-page images"* if you want the GIF encoding settings to pop-up when converting multi-page images.

Screen References - Choose Base Folder to Mirror

This feature allows you to copy the folder structure (folders and their subfolders) of your **base** folder into another location. This is ideal for if you want to convert your entire image library, including its folder structure, to a new location.

Choose base folder to mirror

Click this checkbox if you want the folders that contain the files you have added to Pixillion to be copied with the newly converted files.

When you hit the convert button a window will open asking you to choose your base folder to copy. This folder needs to contain (at some point) all the files you have added to Pixillion for conversion. For example, if you have added all the files in **C:\MyImages\school\albums** your choices for base folder would be **MyImages**, **school** and **albums**.

The new base folder and all its subfolders will be copied to the output location you have specified in the output field in Pixillion. So if your output folder has been set to **C:\Documents\ Converted Images** and you specify your base folder as **C:\MyImages** the converted files will be copied to **C:\Documents\Converted Images\MyImages..** with the folders that contain your image files being recreated there.

Screen References - Custom Resolution

This dialog allows you to set up the resolution for your video during saving. To set a custom resolution, click the Save button on the toolbar and select the Disc: Make Data Disc, Computer/Data, Portable Device, Image Sequence, or Stereoscopic 3D options. From the Resolution drop menu, select Custom.

In the Custom Resolution dialog that opens, input the width and height in pixels and click OK.
If **Keep aspect ratio** checkbox is available, you can check it to retain the same aspect ratio when changing the width or height.

Screen References - Custom Resolution (360-Degree Video)

This dialog allows you to set up the resolution for your 360-degree video during saving. To set a custom resolution, click the Save button on the toolbar and select the 360 Video File option. From the Resolution drop menu, select Custom.

In the Custom Resolution dialog that opens, input the width and height in pixels and click OK. The width must be exactly double the height for 360-degree videos.

Screen References - Custom Frame Rate

This dialog allows you to set up the frame rate (number of frames per second) for your video. To set a custom frame rate, click the Save button on the toolbar and select either of the Disc: Make Data Disc, Computer/Data, Portable Device, or Stereoscopic 3D options. From the Frame Rate drop menu, select Custom.

In the Custom Frame Rate dialog that opens, input the frame rate and click OK.

The default frame rate is **Variable Frame Rate (VFR)** but the dialog allows the user to select **Constant Frame Rate (CFR)** by selecting the **Constant frame rate** checkbox.

Screen References - Detected Format

This dialog shows you the detected format of the video sequence during the saving process. To detect the format of your video, click the Export Video button on the Home tab bar and select either of the following options: Video File, 3D Video File, Portable Video, Lossless Video, DVD Movie Disc, DVD Data Disc, Image Sequence, YouTube, Flickr, Dropbox, Google Drive, OneDrive, or Vimeo.

Click the Detect button next to the Preset field. Detect will adjust the video output resolution format based on your monitor screen size.

If you want to use a different format you can select the format from the Preset drop-down list. Click OK to use the selected format as the output format.