

# foldio360 Edit

## User Guide

Version: 1.1

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## Introduction - *About the foldio360 Edit*

foldio360 Edit is an editing tool that allows you to conveniently edit your 360° images taken with any capture device (DSLR or smartphone).

All you need to do is shoot with your Foldio360 Smart Turntable or Foldio360 Smart Dome and import the images onto the software. Using the various filters and features like cropping and adding watermarks, you can edit individual images or batch edit, and export as PNG/JPG/GIF/MP4.

Once you are ready to create and share your interactive 360° image, upload the edited image files onto SPINZAM. If your website can host iframes, you can copy & paste the provided iframe code into your website.



## Feature Overview

- Import Multiple Images & Edit
- Parameter Edit: Doesn't alter original file and records changes to images instead
- Batch Editing: Apply filters to all images and edit
- Crop
- Watermark
- Overlay
- Level graph provided for each image
- Support Various Export File Types: PNG/JPG/GIF/MP4

## System Requirements

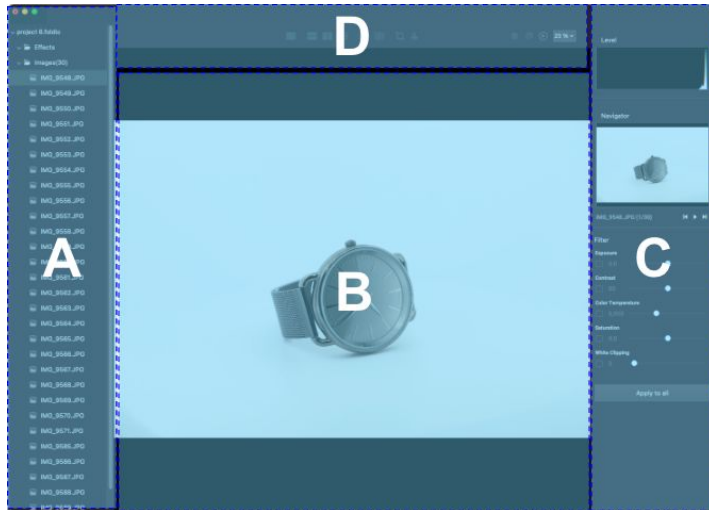
*Recommended Mac System Requirements:*

<b>OS</b>	OSX 11 or higher (Big Sur)
<b>CPU</b>	M1/i7 or higher
<b>RAM</b>	8GB or higher

## Download Guide

1. Visit the App Store
2. Search: “foldio360 Edit”
3. Download!

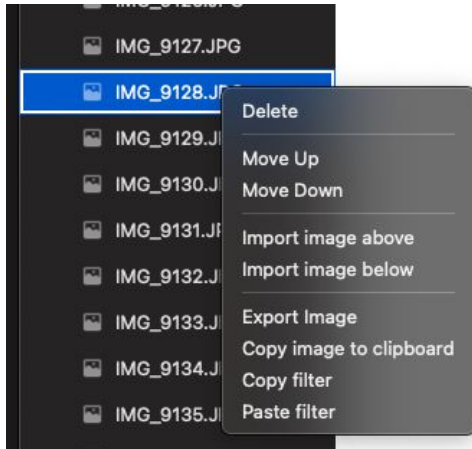
## Application Window Overview



Area	Name	Function
A	Project tree	Manage project components.
B	Viewer	Shows the selected image.
C	Parameter window	Modify and apply various properties of the selected image.
D	Toolbar	Tools necessary for image editing are displayed.

## Project Tree (Area A)

The Project Tree manages the imported images. Images can be added, deleted, or reordered. Click the right mouse button to display the pop-up menu. Details are as in the table below.

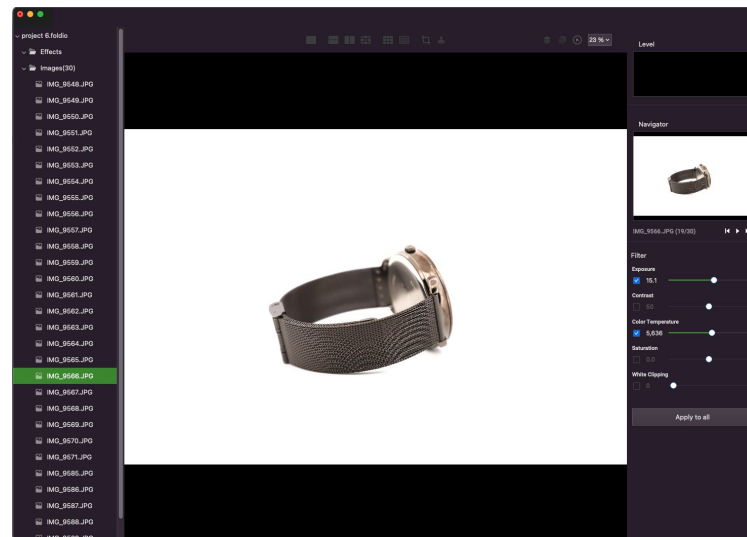
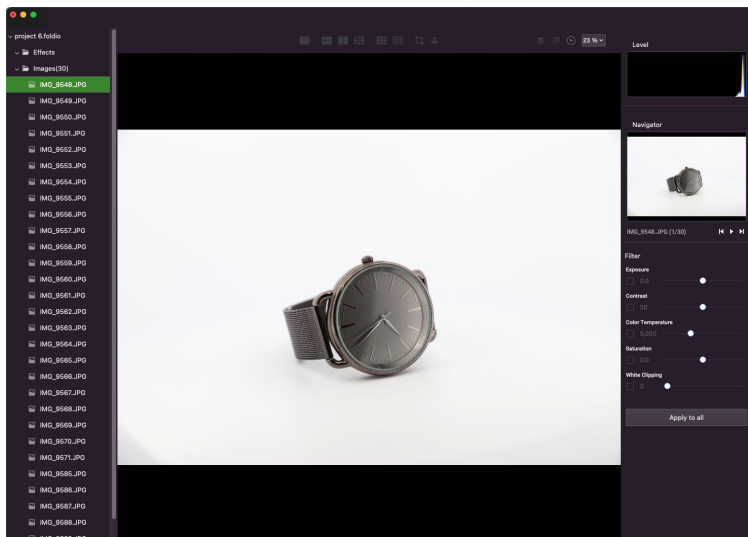


Menu Name	Explanation
Delete	Deletes the selected image.
Move up/down	Moves the selected images to the previous or next order.
Import image above/below	Based on the selected image, the new image is imported as the previous or next image.
Export image	Exports the selected image in JPG, PNG format.
Copy image to clipboard	Copies the selected image to the clipboard. The copied image can be pasted to other image editing tools or document creation tools.
Copy filter	Copies the filter settings of the current image. This function is not compatible with other tools and can only be used within foldio360 Edit.
Paste filter	Pastes the copied filter settings. This function is not compatible with other tools and can only be used within foldio360 Edit.

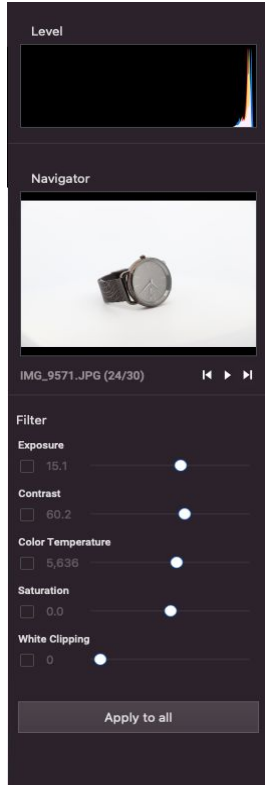


## Viewer (Area B)

This area displays the currently selected image. Functions such as zoom in/out and previous/next are available. When you use the toolbar to change properties, the contents are reflected immediate. Details are explained in the toolbar and parameter window.



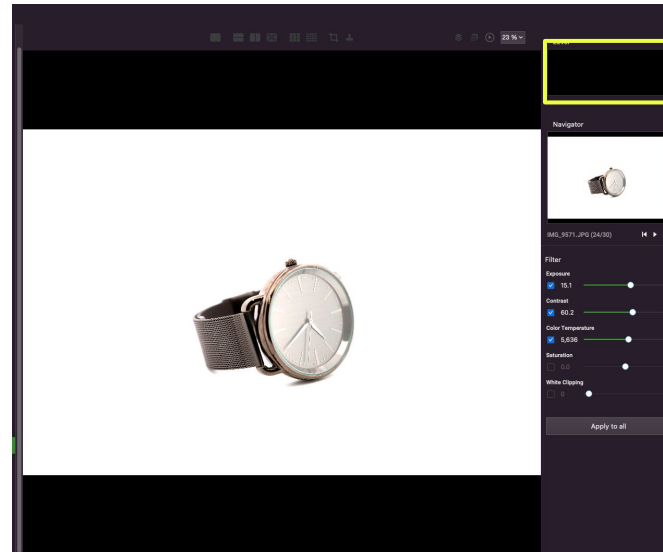
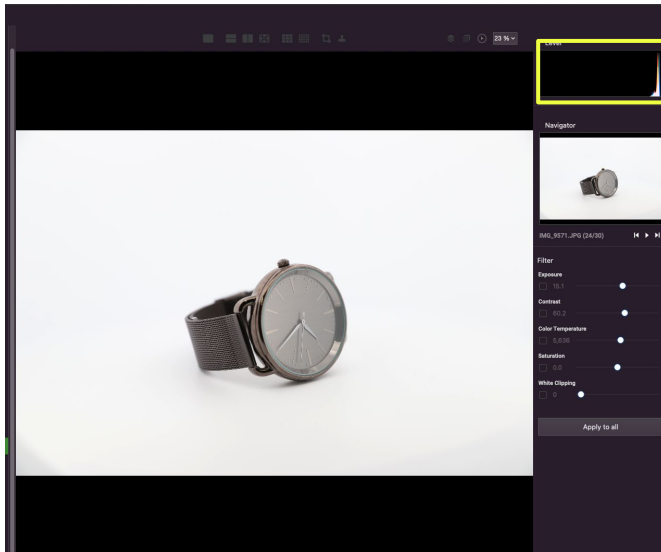
## Parameter Window (Area C)



foldio360 Edit edits the image in the form of parameters. Therefore, the original image file is not overwritten and the parameter can be modified at any time. In addition, due to the nature of the parameter image editing tool, the final image must be exported to be used. Export supports PNG/JPG/GIF/MP4 file format.

## Parameter Window - Level

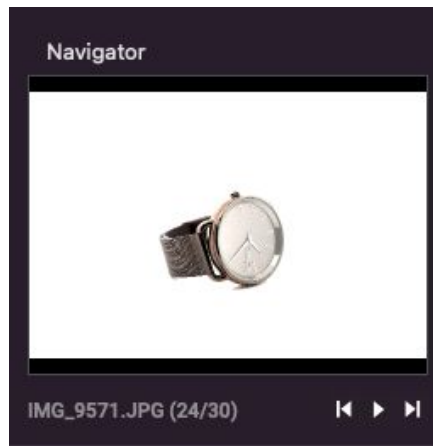
The level graph displays the RGB color level of the selected image. Similar to the levels features of other editing tools, more values on the left show a higher ratio of black and more values on the right show a higher ratio of white. The level will adjust accordingly to the applied filters.



## Parameter Window - Navigator

The navigator displays the thumbnail of the selected image. You can move to the previous or next image by using the buttons. When the play button is selected, the image changes continuously. (You can check the rotation of the 360 image through this function)

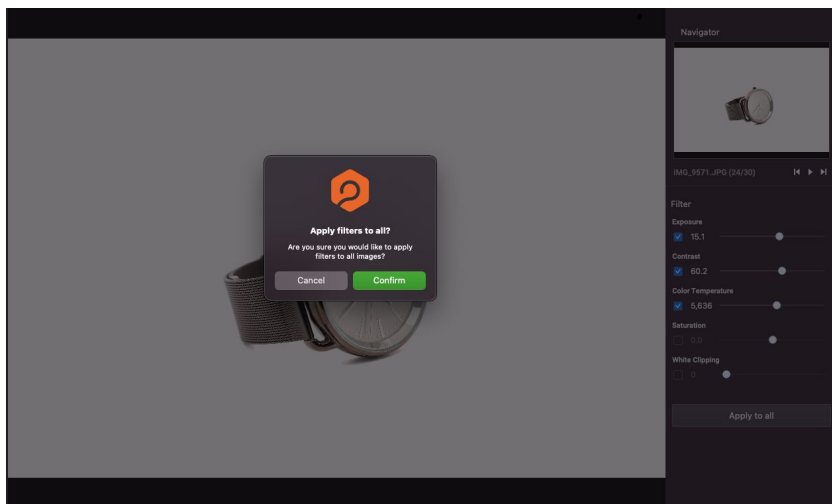
Please note that the Play function consumes a lot of the system resources. For Mac models with insufficient resources, images may appear stuttered or missing. We recommend M1 or higher models, and i7 or higher, in the case of Intel CPU.



## Parameter Window - Filter

Applies a filter to the selected image. Five types of filters are supported. When each checkbox is selected, the filter is activated, and when the checkbox is cleared, it is deactivated. The filter value is applied by moving the slider or entering a number in the number display area & pressing the Enter key.

By default, the filter is applied to the selected image. If you want to apply the current filter settings to all the images, press the “Apply to all” button.



Filter Name	Explanation
Exposure	Adjusts the exposure level. As the value increase, the image appears brighter
Contrast	Adjusts the contrast. As the value increases, the color contrast increases.
Color temperature	Adjusts the color temperature. As the value increases, the image appears more blue, and as it decreases, the image appears more red.
Saturation	Adjusts the saturation. As the value increases, the color becomes darker.
White clipping	This filter forcibly changes the pixels that are brighter than the set color value to white. Use this filter to remove shadows or change the dark areas in the background to pure white. If the border between the image and the background is not clear, the area around the border may become fuzzy. If the object itself has any white or bright areas, applying the filter can brighten those areas to the point where they become pure white. It is highly recommended to apply only a small amount of the filter, according to the situation and object.

## Toolbar (Area D)

This is an area where functions necessary for editing are gathered. It is divided into grid, edit, and view group functions. Please refer to the table on the right for the detailed function list.

Crop, Watermark, Overlay, Change Reference Color, Direction, and Zoom have additional actions. Please refer to the next page for details.

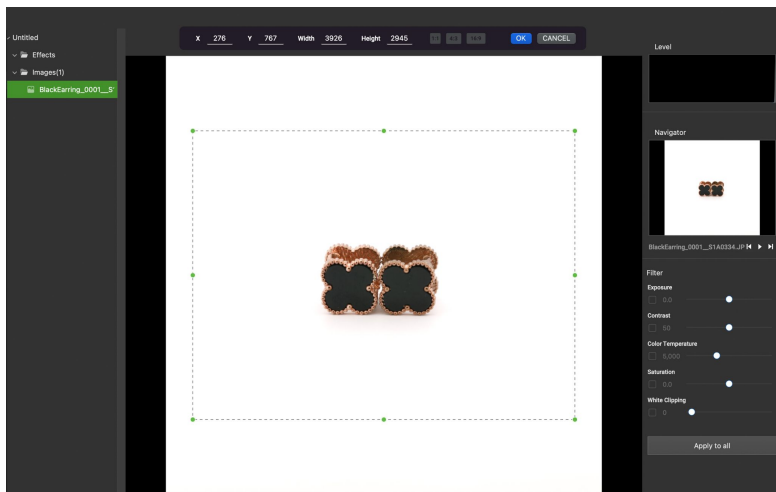


Area	Name	Function
1	Clear guide	Resets the displayed guidelines.
2	Horizontal guide	Shows the horizontal centerline.
3	Vertical guide	Shows the vertical centerline.
4	Cross guide	Shows the diagonal centerline.
5	Grid 3x3	Displays a 3x3 grid. It can be used in conjunction with tools 2, 3, and 4.
6	Grid 5x5	Displays a 5x5 grid. It can be used in conjunction with tools 2, 3, and 4.
7	Crop	Remove unwanted areas of the image.
8	Watermark	Insert or edit watermarks.

9	Overlay	Shows all the images overlaid. You can see the range of the 360° rotation.
10	Change Reference Color	Changes the Viewer's background color to black/white. If the background of the image is pure white or black, it should look connected. Users can use this function as a reference color to apply filters until the background looks seamless.
11	Direction	The angle/position of the current image is indicated by an arrow.
12	Zoom	Enlarge or reduce the image.

## Toolbar - Crop

When clicked, the crop settings are displayed. When finished with the settings and the user clicks the OK button, settings are applied to the entire image. When the user clicks the CANCEL button, the current setting is not reflected on the image. The anchor point displayed in the viewer can be moved or resized. For detailed descriptions of each setting, please refer to the below table.



Parameter	Explanation
x	The x-coordinate of the starting position of the crop. The leftmost position of the image is 0 (px). The value increases as you go to the right.
y	The y-coordinate of the starting position of the crop. The topmost position of the image is 0 (px). The value increases as you go down.
width	The horizontal size (px) of the crop.
height	The vertical size (px) of the crop.
1:1 / 4:3 / 16:9	Automatically calculates and reflects the crop ratio as 1:1 / 4:3 / 16:9.

## Toolbar - Watermark

Use this function to insert a watermark into the project. When clicked, screen a or b is displayed, depending on the case.



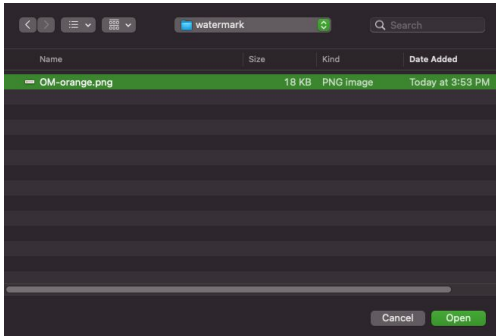
a) insert mode



b) modify mode

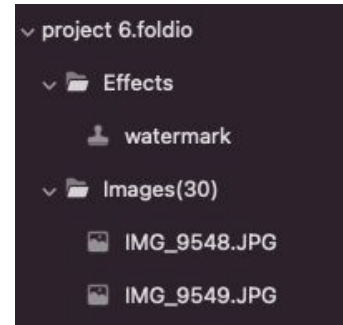
### Insert mode:

If no watermark has been inserted in the project, screen a is displayed. Click the OPEN button to load the image to be inserted. Images can be inserted in both jpg and png format.



### Modify mode:

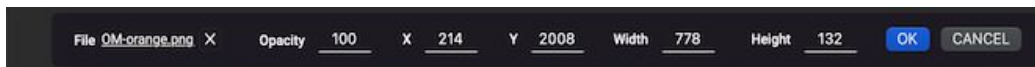
If a watermark is already inserted in the project, Effects > watermark is displayed in the Project Tree.





## Toolbar - Watermark cont.

If you double-click the node or click the watermark button on the toolbar, the following screen is displayed. Clicking the OK button reflects the current setting, and clicking the CANCEL button cancels the current setting. If you want to delete the inserted watermark, click the X button to the right of the filename. For detailed description of the settings, refer to the table below.



Parameter	Explanation
Opacity	Sets the transparency of the watermark. It has a value in the range of 0 to 100, with 100 being more opaque (not transparent).
x	The x-coordinate of the watermark starting position. The leftmost position of the image is 0 (px) and the value increases as you go to the right.
y	The y-coordinate of the watermark starting position. The topmost position of the image is 0 (px) and as you go down, the value increases.
Width	The horizontal size (px) of the watermark.
Height	The vertical size (px) of the watermark.

## Toolbar - Overlay



a) overlay off



b) overlay on

This function shows all the images overlaid. When this function is applied, users can check the 360° rotation trajectory.

The darkest visible image is the currently selected image.

## Toolbar - Change Reference Color

This function changes the background color of the Viewer. White/black is toggled when the corresponding toolbar icon is clicked.

If the background of the image is pure white or black, it should look connected. Users can use this function as a reference color to apply filters until the background looks seamless.



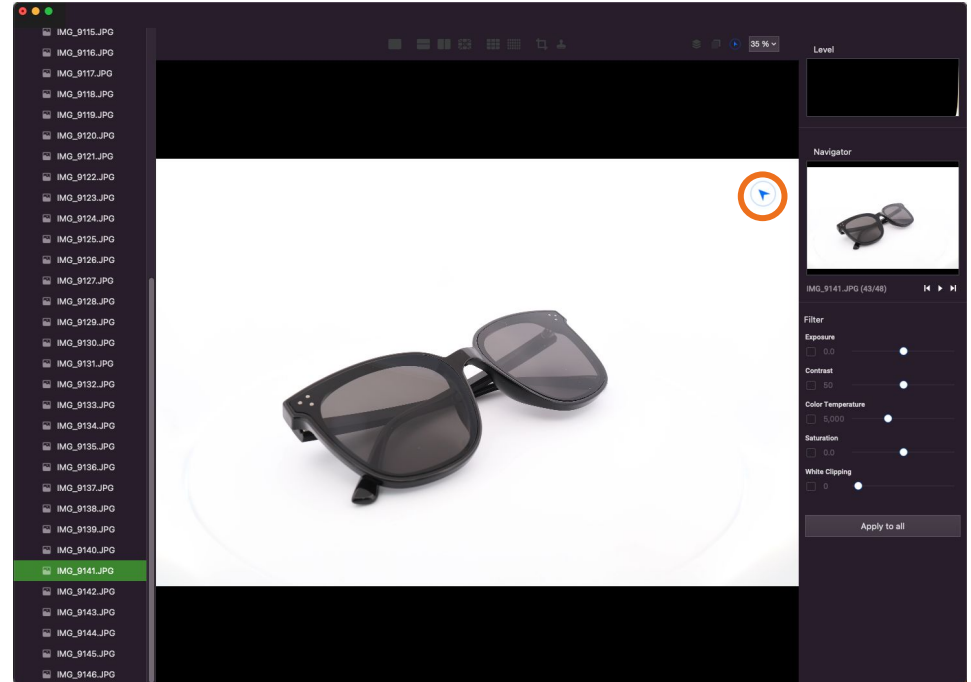
a) viewer background black



b) viewer background white

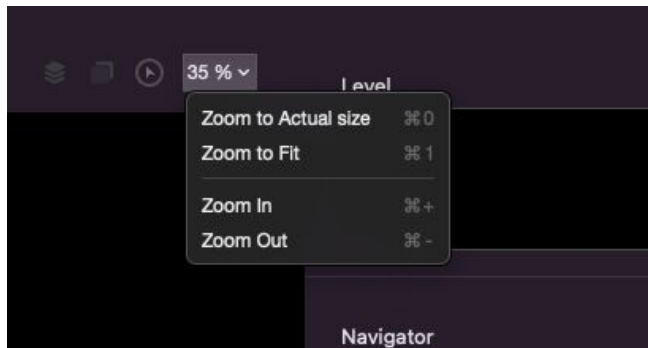
## Toolbar - Direction

The Direction function displays the direction of the 360 image accordingly to the order of the images. It is indicated by an arrow that is positioned at the top right of the Viewer. This function depends on the order of the images, so if the order of the image files is not correct, the displayed direction may be different from the actual orientation.



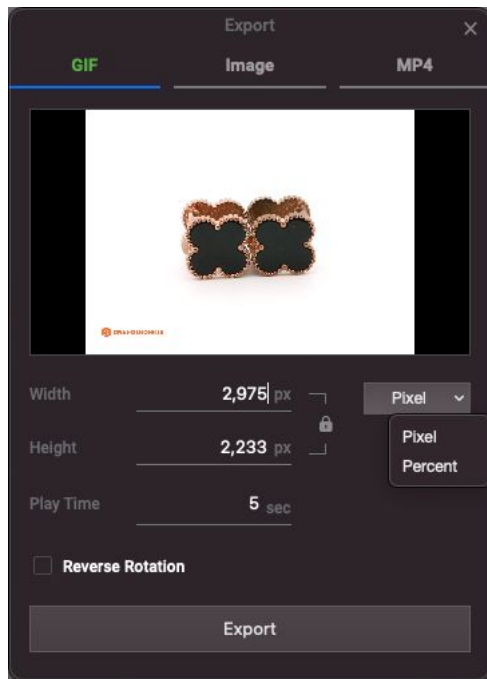
## Toolbar - Zoom

Zoom in/out of the Viewer's image. When clicked, a pop-up menu is displayed. The image can be moved by using Space bar + dragging (Trackpad is not supported in this release version). For more details on the zoom function, please refer to the below table.



Menu	Explanation
Zoom to Actual size	Sets the display size so that 1px on the monitor matches the 1px on the image. (Same size as the original image.) Usually, the size of the Viewer is smaller than the image, so you can move the image by Spacebar + drag.
Zoom to fit	Sets the magnification to fill the image in the Viewer.
Zoom In	Executes zoom in in the current step. Users can zoom in up to 500%.
Zoom Out	Executes zoom out in the current step. Users can zoom out up to 10%.

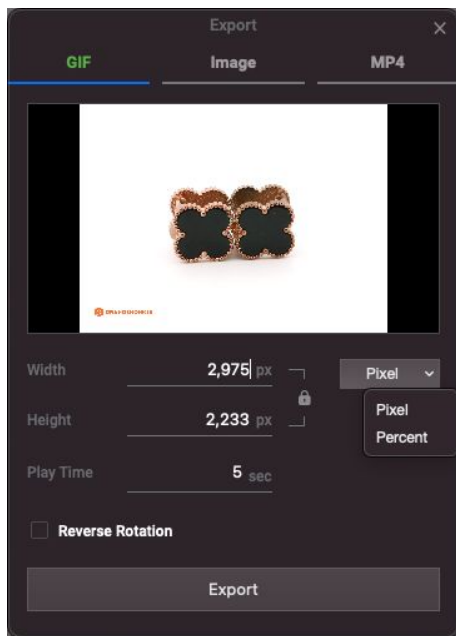
## Export



If you click File -> Export images, the below screen is displayed. Users can export to PNG/JPG/GIF/MP4 and each setting screen is different. When exported, all the set crop, watermark, and filter values are reflected on the file.

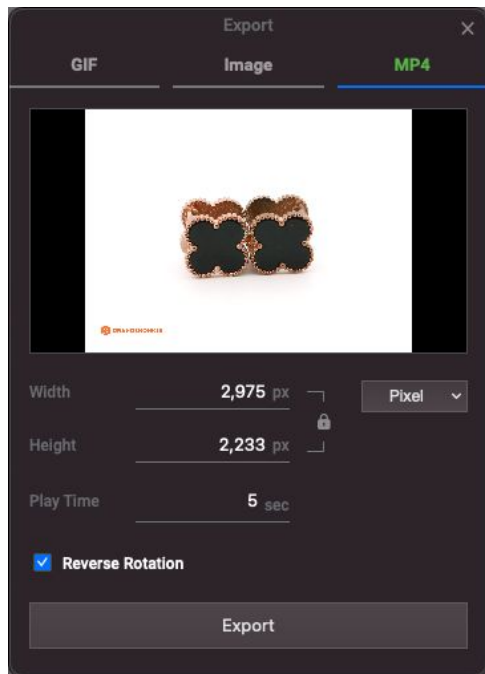
## Export GIF

Export the current project as a GIF. You can check the appearance of the exported gif in advance through the preview screen. For detailed parameters, please refer to the below table.



Parameter	Explanation
Width	Set the width of the gif. Depending on the setting, pixel/percentage values are applied.
Height	Set the height of the gif. Depending on the setting, pixel/percentage values are applied.
Play time	Sets the duration of the entire image sequence. As the play time increases, the rotation speed becomes slower. In general, a value between 1 ~ 5 seconds is recommended.
Pixel/Percent	Set the unit of width and height. If <u>Pixel</u> is selected, the values are reflected in pixels. If <u>Percent</u> is selected, the px ratio of the original image is applied.
Reverse Rotation	By default, image playback proceeds from the top to the bottom of the Project Tree. Select this option if you want to change the playback order.

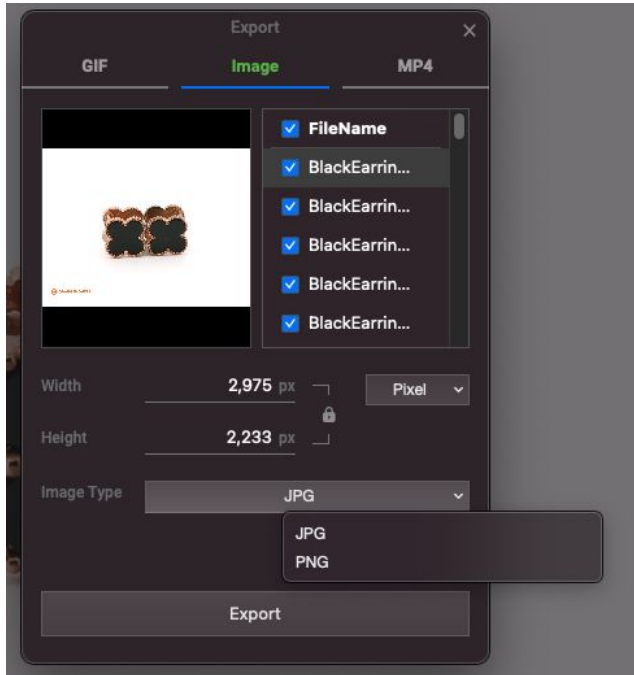
## Export MP4



Export the current project as MP4. You can preview the video to be exported through the preview screen. Refer to the parameter table from the previous page for more detailed information.



## Export Images



Export the current project as an array of images. You can preview the image/s to be exported through the preview screen. You can export all the images, or select specific images to be exported. The output format (file type) can be selected from JPG and PNG. The rest of the settings are the same as GIF and MP4.