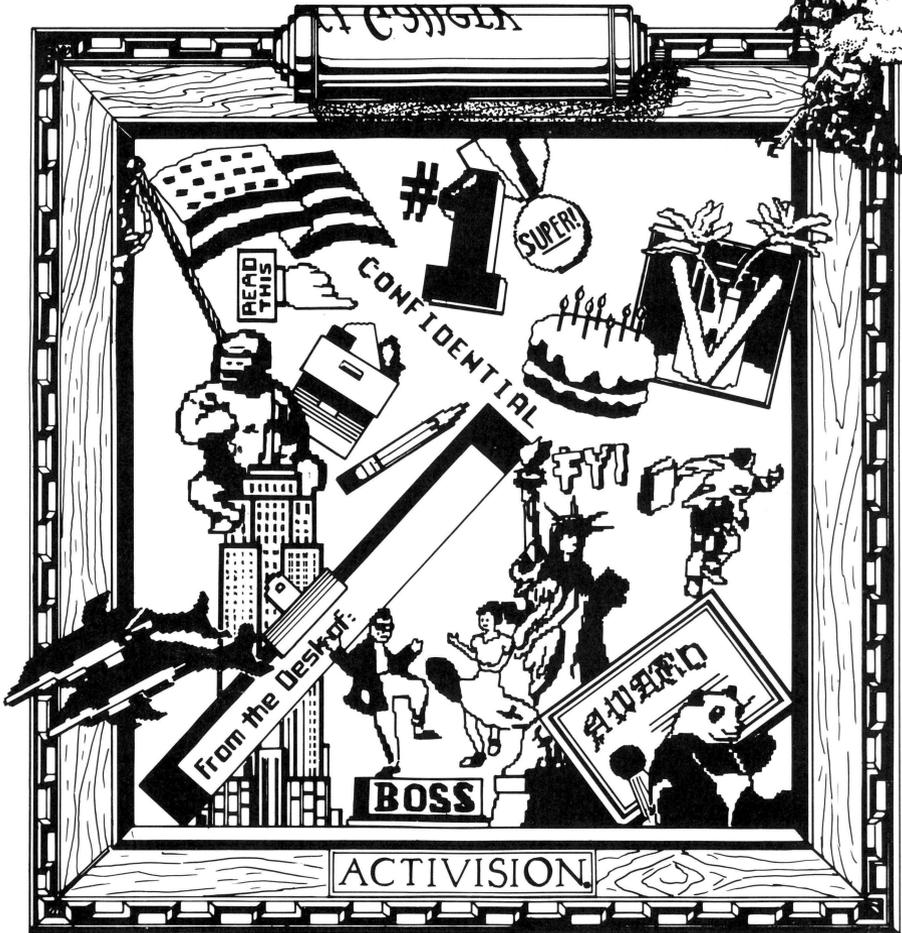


# Clip Art Gallery™



*Guide and Catalog*

# *Clip Art Gallery*

The pictures in the *Clip Art Gallery* were created by Hilary Mills and Muffy McCosh. The Alphabet file was created by Steve Snyder. Art direction by Hilary Mills.

Produced by Cella Maria Irvine.

*Guide and Catalog* by Cella Maria Irvine and Steven Young.

For a recorded message about our newest software, call 415 960-0518. For technical help, call Product Support between 9:00 a.m. and 4:30 p.m. Pacific time on Monday, Tuesday, Thursday, and Friday and between 9:00 a.m. and noon on Wednesday:

415 960-0518

For information about our products, write to:

Product Support  
Activision, Inc.  
P.O. Box 7287  
Mountain View, CA 94039

## **COPYING PROHIBITED**

This software product is copyrighted and all rights are reserved by Activision, Inc. The distribution and sale of this product are intended for the use of the original purchaser only and for use only on the computer system specified. Copying, duplicating, selling, or otherwise distributing this product without the express written permission of Activision are violations of U.S. Copyright Law and are hereby expressly forbidden.

## ***A Special Exhibition***

The *Clip Art Gallery* is just that—a gallery of over 600 pictures and images, organized by theme in 26 separate files. For a preview of the images you'll find in each file, you can browse through the rest of this *Guide and Catalog*. To see the many masterworks contained in the *Clip Art Gallery* in all their glorious color, load them into your computer and view them on the screen.

To work with this gallery, you use *Paintworks Plus*<sup>™</sup> or any compatible paint program. After loading a file from the *Clip Art Gallery*, you use the appropriate tools in your paint program to select the image you want to work with, then change, enhance, or experiment with the image in any way you want. You can combine it with other images from the *Clip Art Gallery* or of your own making. And you can paste clip art into documents produced with *Writer's Choice elite*<sup>™</sup> or another word processor that's compatible with your paint program.

The next section of this *Guide and Catalog* summarizes the steps you should follow to load a clip art file and select an image using *Paintworks Plus*. You'll also find some suggestions for using *Paintworks Plus* tools to work with clip art images, and some information on adjusting palette colors when you paste a clip art image into a *Paintworks Plus* creation based on a different palette.

The third section lists some things you can do and create with the *Clip Art Gallery*.

The last section is a catalog of the pictures and images in the *Clip Art Gallery*. On each page you'll find the name of a file and a sample of the images found in that file on your *Clip Art Gallery* disk.

## ***Selecting Images from the Clip Art Gallery***

As described in this section, it's just a few easy steps to load a file from the *Clip Art Gallery* into *Paintworks Plus*, then select any image from the file. If you're using a paint program other than *Paintworks Plus*,

use the steps outlined here as a general outline, and refer to your paint program user's guide for specific information on the equivalent procedures.

*Don't forget to have one or two formatted data disks handy for saving your selected clip art. See your computer owner's guide for information on formatting (or initializing) disks.*

### **To load a file from the *Clip Art Gallery*:**

1. Load *Paintworks Plus* (if you have more than one disk drive, place the *Paintworks Plus* disk in drive 1).
2. If you have one disk drive, remove the *Paintworks Plus* disk and replace it with your *Clip Art Gallery* disk. If you have more than one drive, place the *Clip Art Gallery* disk in drive 2.
3. Pull down the **File** menu and click **Open**. If you have one drive, the catalog of *Clip Art Gallery* files appears. If you have two drives, click the **Disk** button—the catalog of *Clip Art Gallery* files will appear.
4. Use the up and down arrows to the right of the catalog to scroll through the list of files. Click the name of the file you want to load, then click **Open**. The clip art you've loaded appears as a "page"—scroll down (using the hand from the *Paintworks Plus* tool palette) to view the images that aren't immediately visible on the screen.

### **To select an image:**

1. Use the lasso or the marker box to select the clip art you want. These two tools, represented by the top two icons in the *Paintworks Plus* tool palette, are explained in chapter 5 of your *Paintworks Plus* user's guide.
2. Pull down the **Edit** menu and select **Copy**. This places a copy of your selected image in the Clipboard.
3. You can now either create a new picture file for your selected image or paste the image into a picture that already exists.

To create a new file for your selected image, pull down the **File** menu and select **New**. A dialog box appears that asks, "Save changes before closing?" Click **No**. A blank page appears on the screen. Go to step 4.

To paste the selected image in a picture that already exists, pull down the **File** menu and select **Close**. A dialog box appears that asks, "Save changes before closing?" Click **No**. The clip art disappears from the screen. Place the disk containing the picture file in the disk drive, then pull down the **File** menu again and select **Open**. The catalog of files on the disk appears. Scroll through the list, if necessary, to find the name of the file you want. Select the file, then click **Open** again.

4. Pull down the **Edit** menu and select **Paste**. The image you placed in the Clipboard appears on the screen. Use the mouse to position it where you want.

You can now use any of the tools available in your paint program to change, enhance, or experiment with the clip art image on the screen.

When you paste a piece of clip art into a picture that already exists, you'll note that the palette used to create the picture will determine the colors of the clip art—with sometimes strange effects on the clip art image. To adjust the colors, follow the instructions for choosing and mixing colors in chapter 6 of your *Paintworks Plus* user's guide.

#### **To save a selected piece of clip art:**

1. Be sure to place a formatted data disk in the disk drive. *You cannot save your own files on the Clip Art Gallery disk.*
2. Pull down the **File** menu and select **Save**. A dialog box appears.
3. Select **Paint Format** or **Screen Format**, as you wish (see chapter 3 of your *Paintworks Plus* user's guide).
4. Type in a name for the picture you're saving.
5. Click the **Save** button.

To paste clip art into a *Writer's Choice elite* document, follow the instructions at the end of chapter 5 of your *Paintworks Plus* user's guide.

## *A Palette of Ideas*

Here are some tips and ideas for working with the *Clip Art Gallery* and using it to create things useful, fun, or just plain pretty.

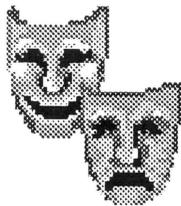
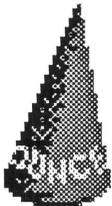
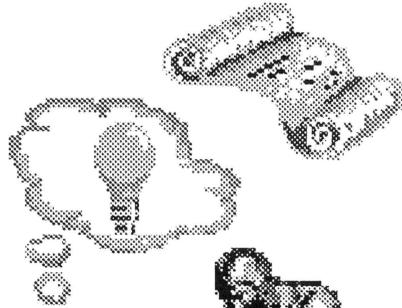
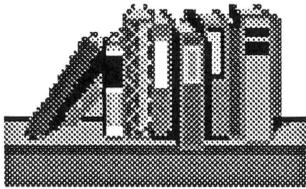
- Change the colors in a *Clip Art Gallery* image or picture.
- Redraw parts of an image (try using the **Fatbits** tool explained in chapter 6 of your *Paintworks Plus* user's guide) or add outlines or shadows.
- Make an image bigger or smaller, or stretch it horizontally or vertically.
- Add words to your pictures, using the fonts available in your paint program.
- Mix and match pictures and images from the *Clip Art Gallery*. For example, in the **Awards** file, you'll find various "engravings" and figurines that you can combine (using the lasso) with various trophies. Or in the **Plants** file, you might try swapping various tree tops with various trunks.
- For dressing up your party invitations, start with the **Party** file and then, depending on the kind of party you're having, check these files as well: **Holidays**, **Phrases**, **Fantasy**, **Gadgets**, and **Arts**.
- To create memorable memos, clip some art from the two **Business** files; to add a sense of urgency—or humor—grab a line or two from the **Phrases** file.
- The *Clip Art Gallery* makes it easy to design your own letterhead or stationery. Start by selecting a picture that represents you or your business, school, or club. While you might want to look through *all* the files in the *Clip Art Gallery* to find an image that's

just right, you'll probably find some files more promising than others. For business letterhead, you might start with the two **Business** files and the **Symbols** file; depending on the nature of your business, the **Buildings**, **Gadgets**, and **Plants** files might have an image that fits. For personal stationery, you might want to look through the files that represent your interests or hobbies—**Sports**, **Arts**, or **Animals**—or find a reasonable likeness of yourself in the **People** file or your initials in the **Alphabet** file. To complete your creation, add a border from the **Borders** files, if you like, and use your paint program to type in your name and address in a font, style, and size that you like.

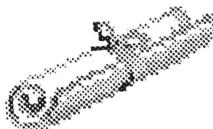
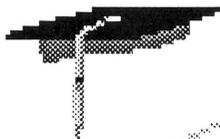
- Having a party or a meeting? Show people how to get there with a clip art map. For landmarks and turning points, use images from the **Buildings**, **Symbols**, and **Plants** files; then use your paint program to draw in streets and highways and to label everything clearly.
- Dress up your papers or reports with a picturesque cover. For an image that's right, look in the **Academic** and **School** files, or browse through the files that relate to the subject of the paper—for a report on American history, for example, look in the **Americana** file.
- Want to trade recipes with a friend? Make yours more appetizing to the eye by adding clip art from the **Food** file.

# *An Illustrated Catalog of the Clip Art Gallery*

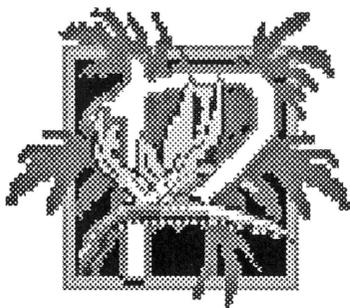
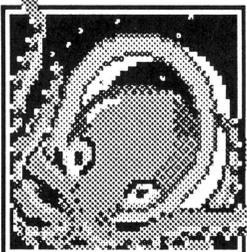
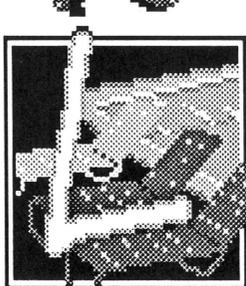
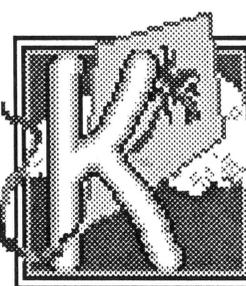
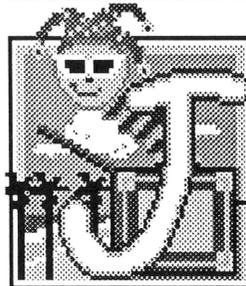
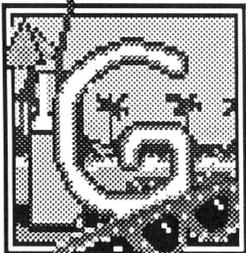
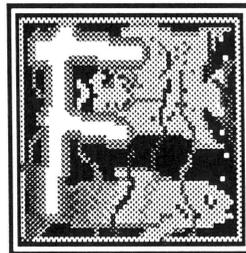
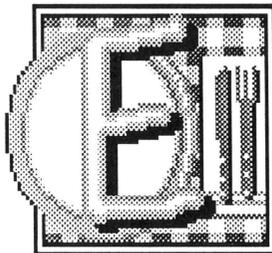
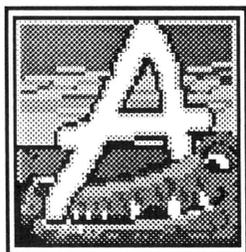
## Academic



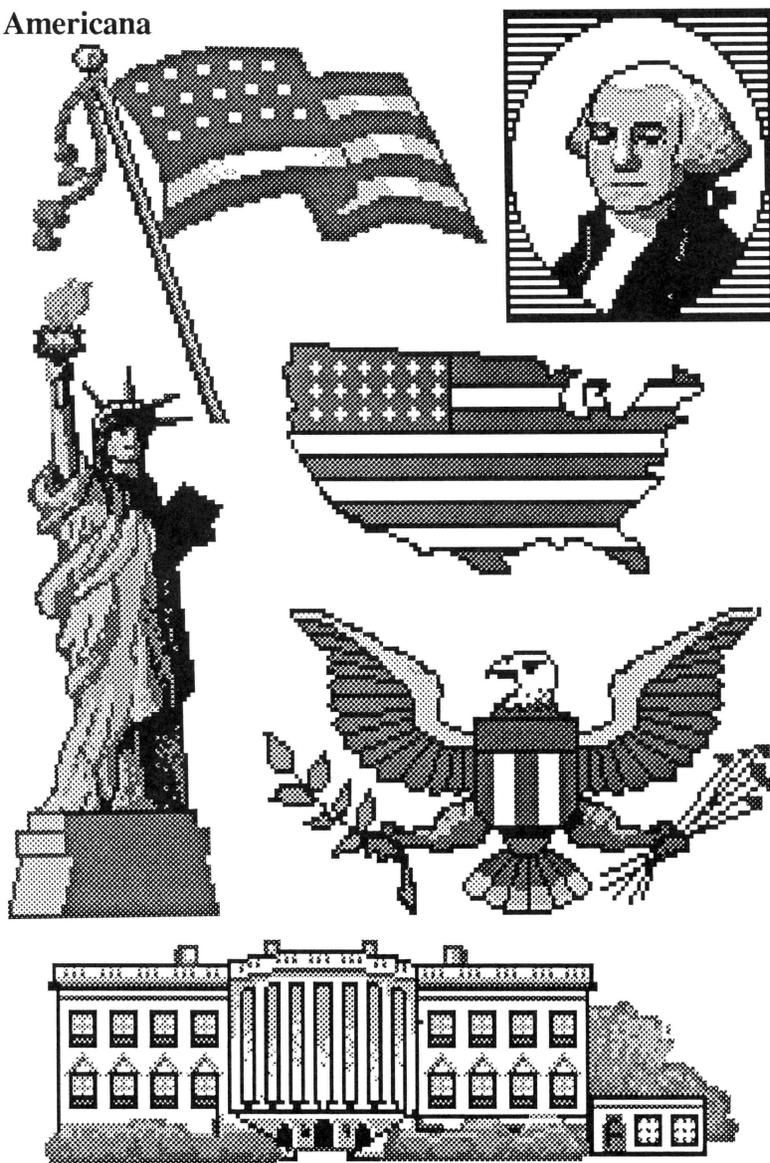
$$E=MC^2$$



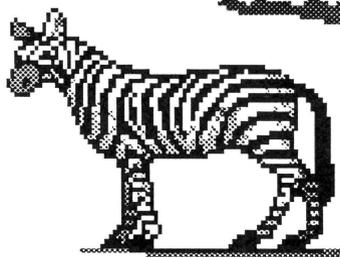
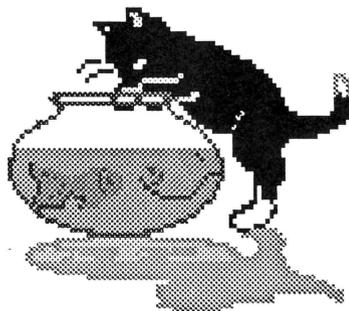
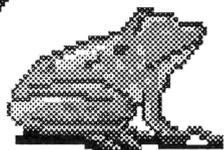
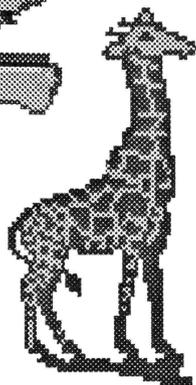
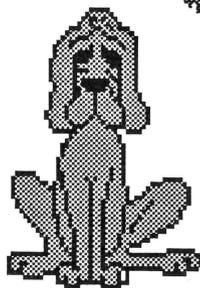
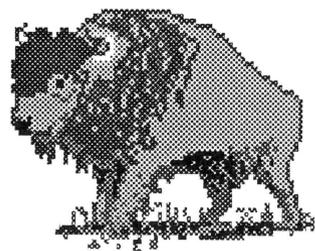
# Alphabet



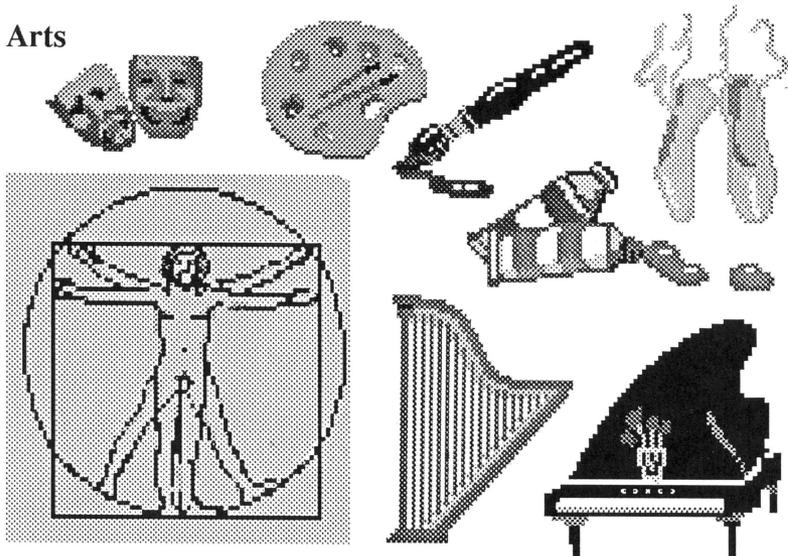
## Americana



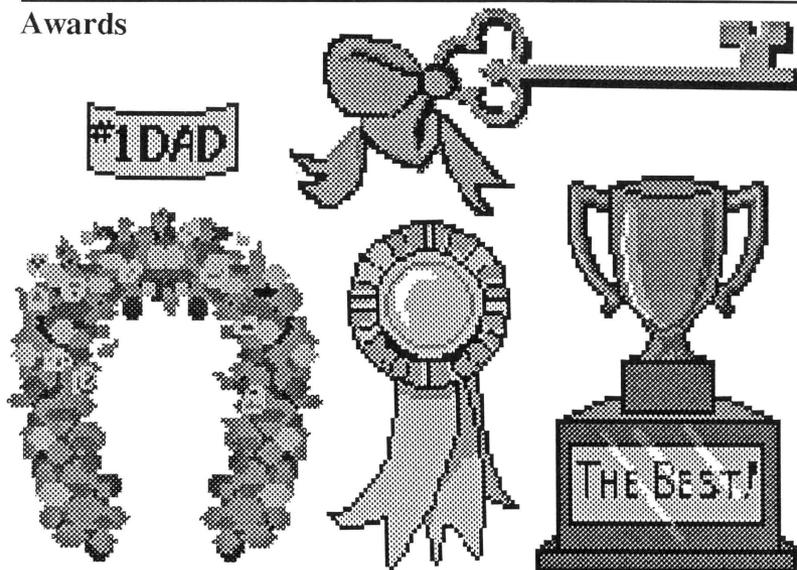
## Animals



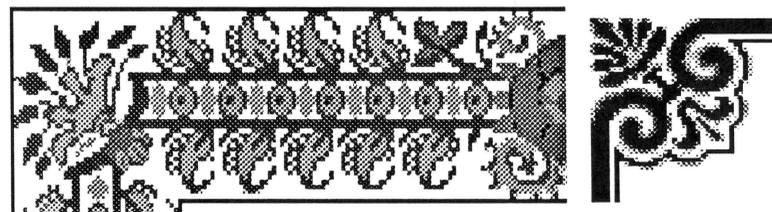
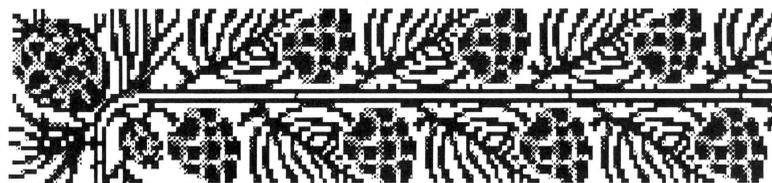
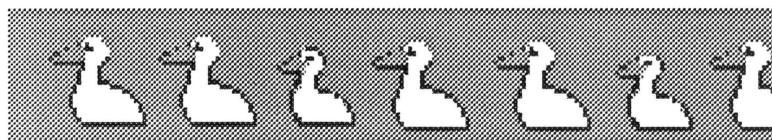
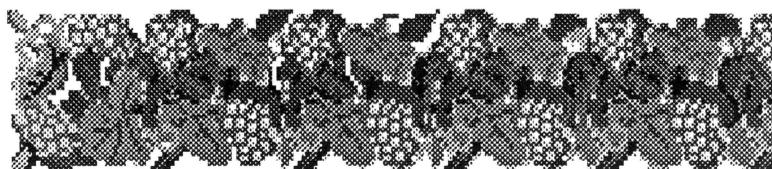
## Arts



## Awards



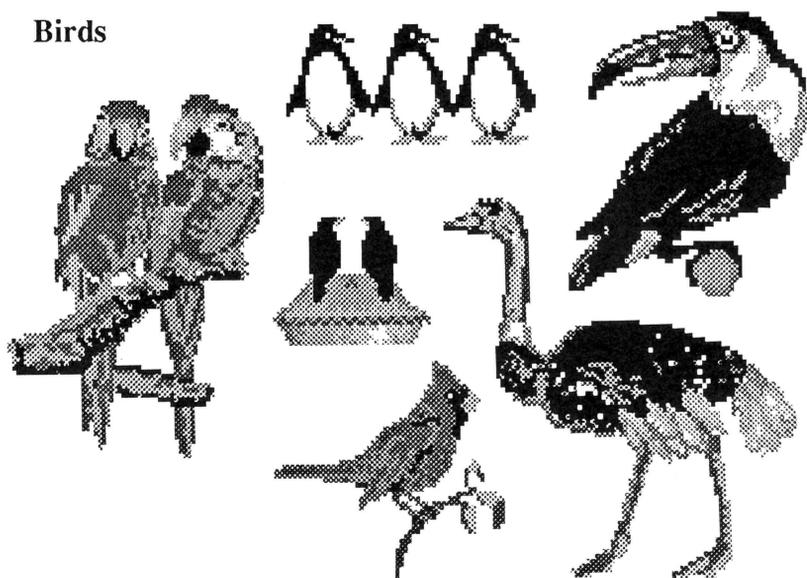
## Borders1



## Borders2

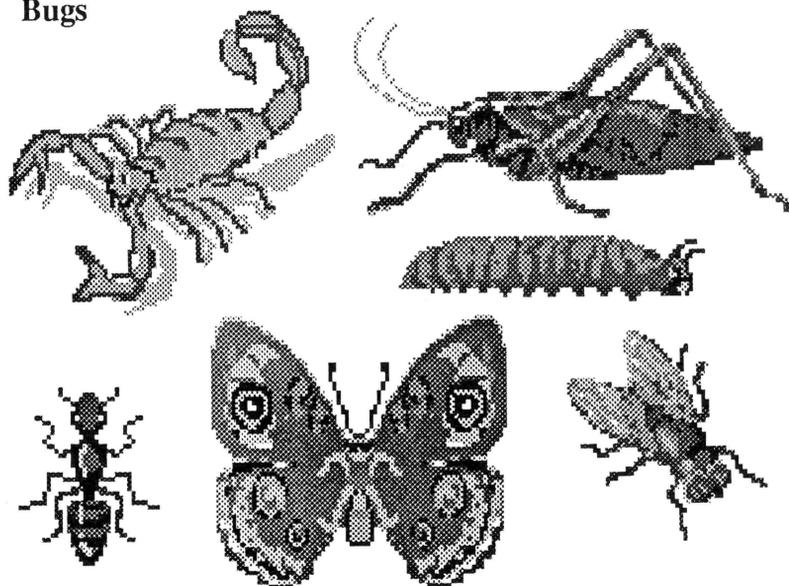


## Birds

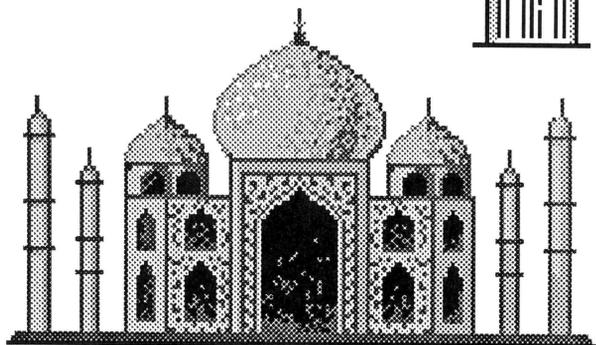
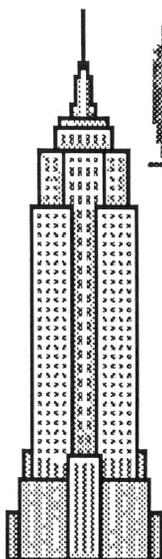
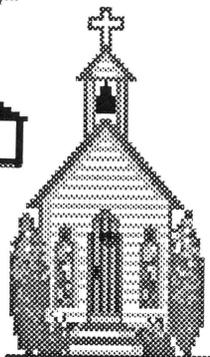
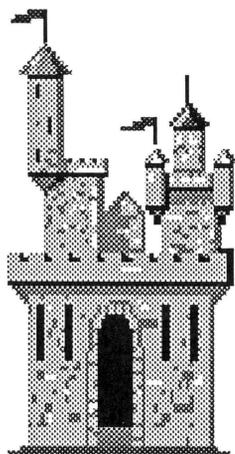
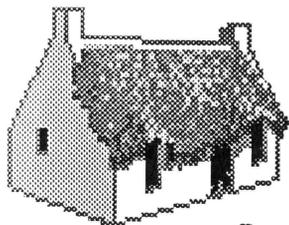
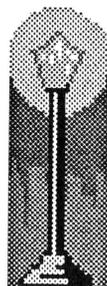
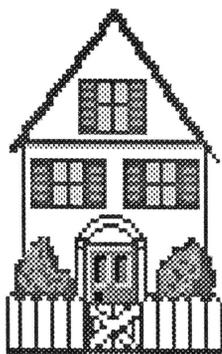


---

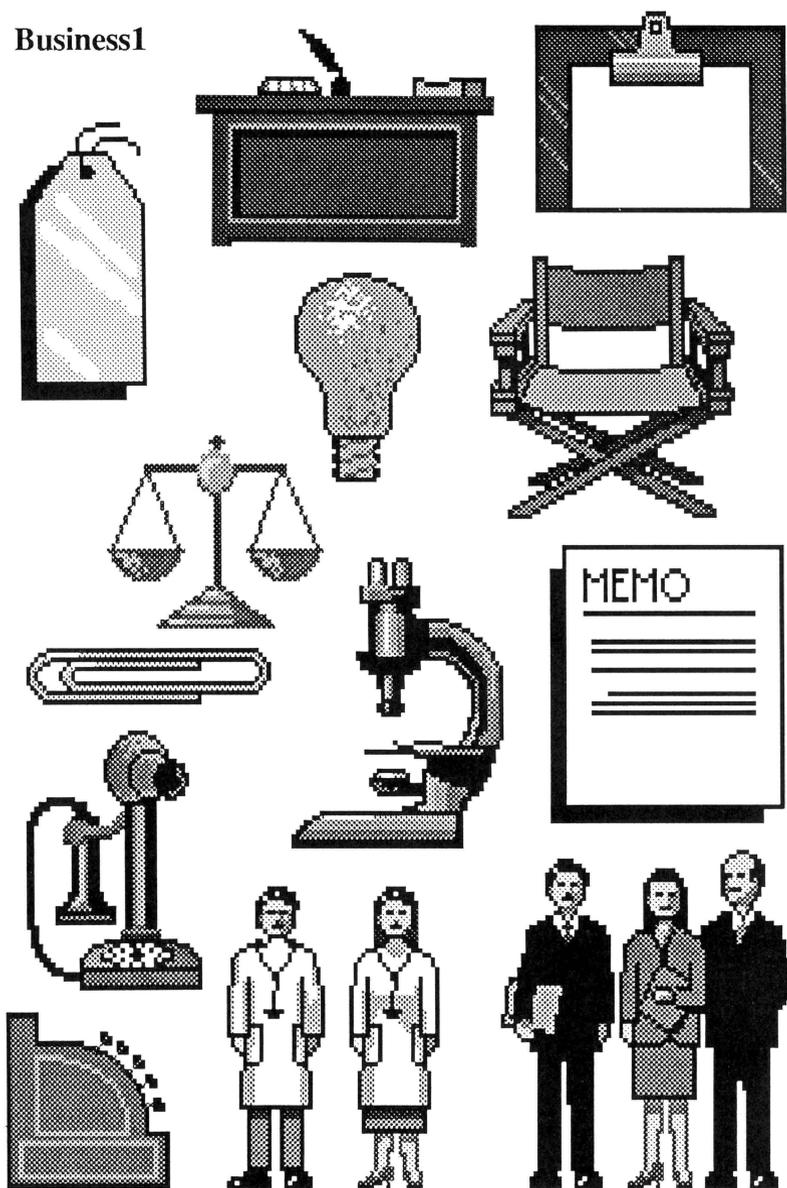
## Bugs



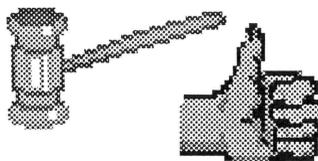
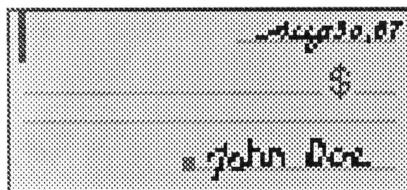
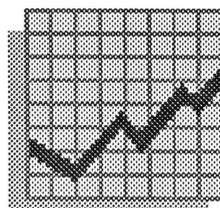
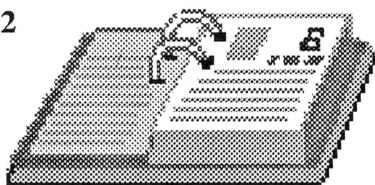
## Buildings



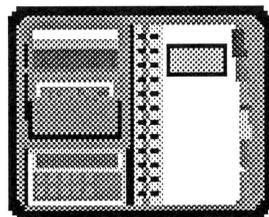
## Business I



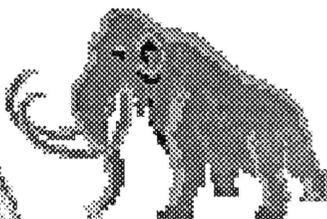
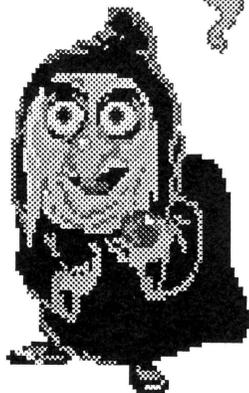
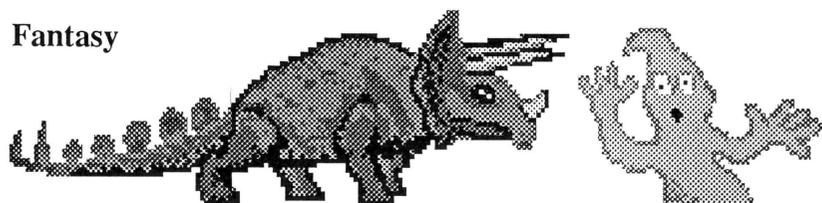
## Business2



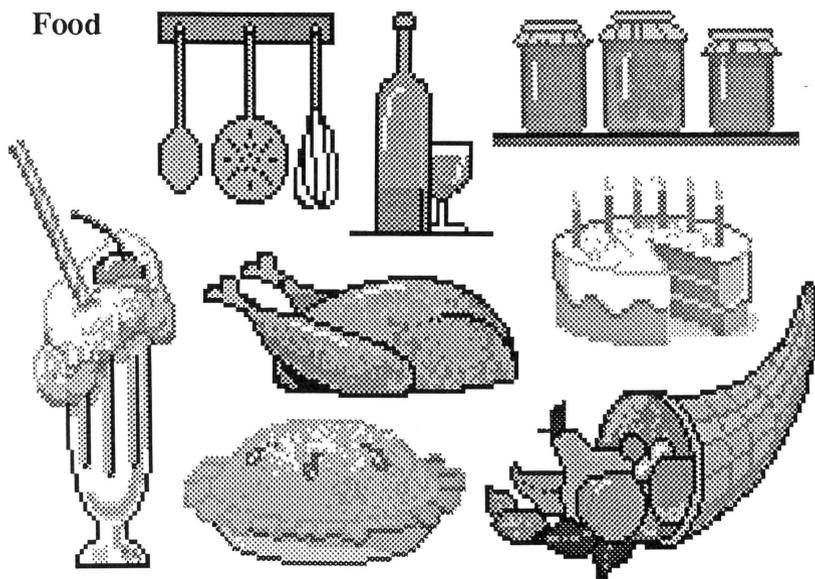
CONFIDENTIAL  
ROUTE  
FIRST CLASS  
FYI



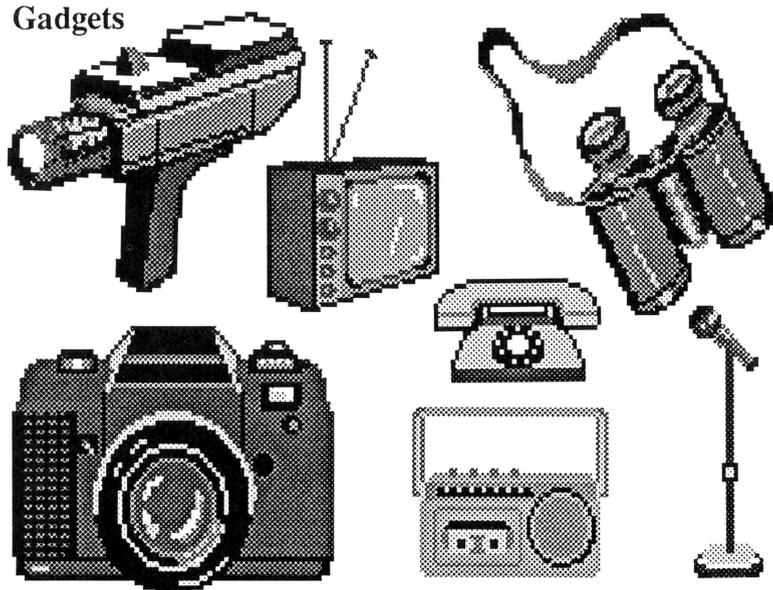
Fantasy



## Food

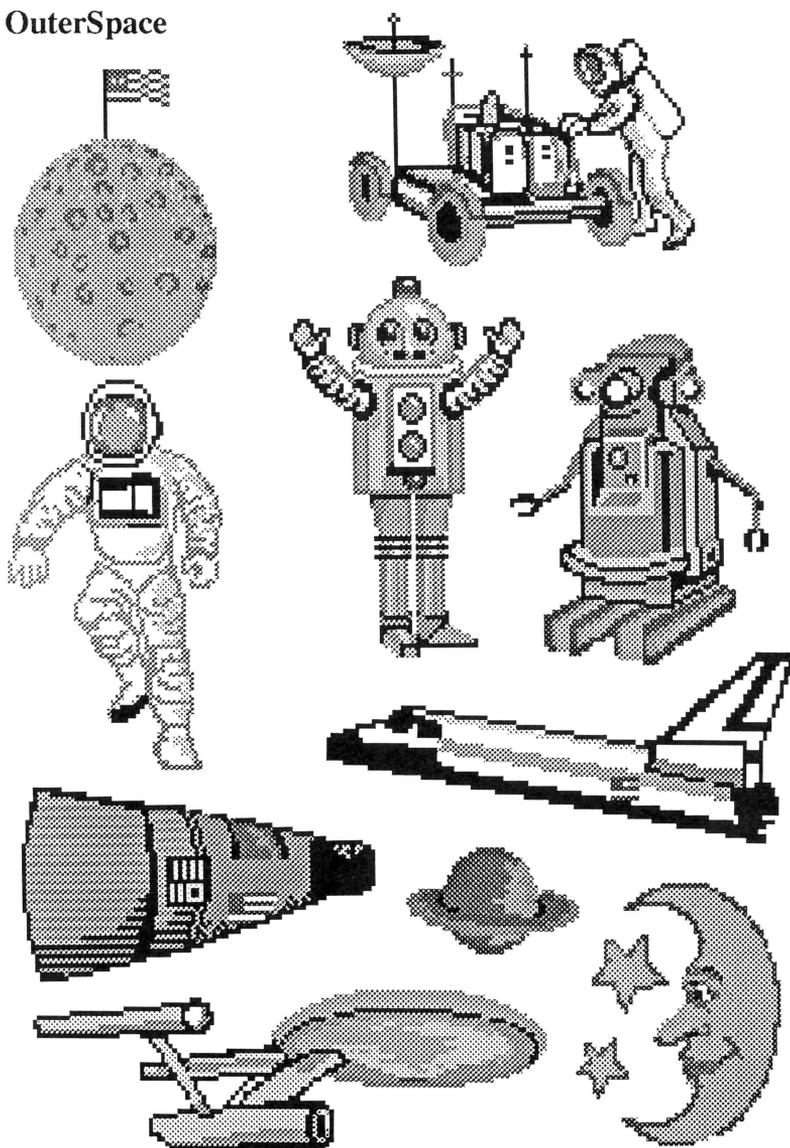


## Gadgets





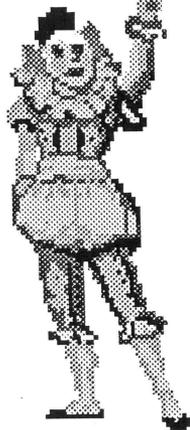
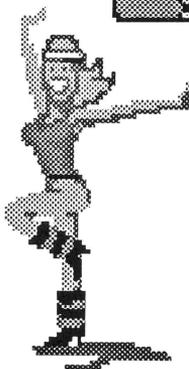
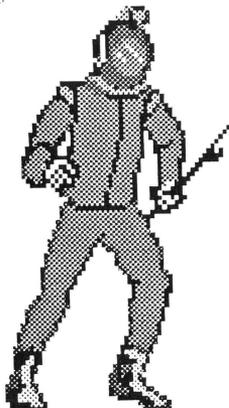
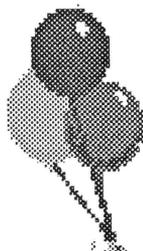
## OuterSpace



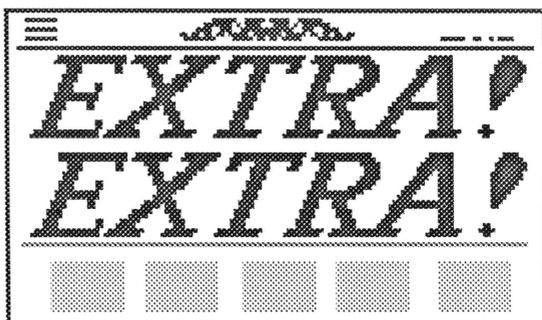
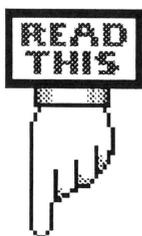
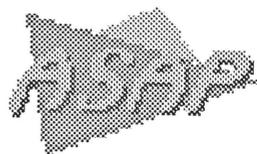
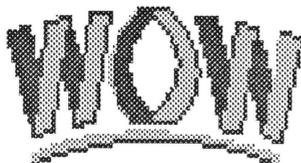
# Party



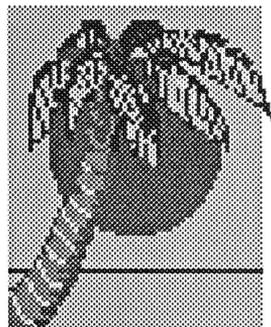
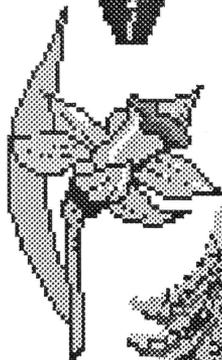
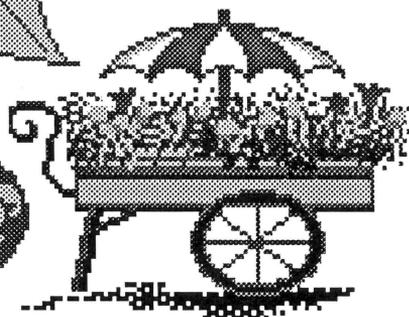
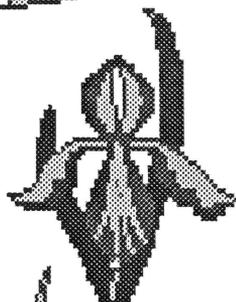
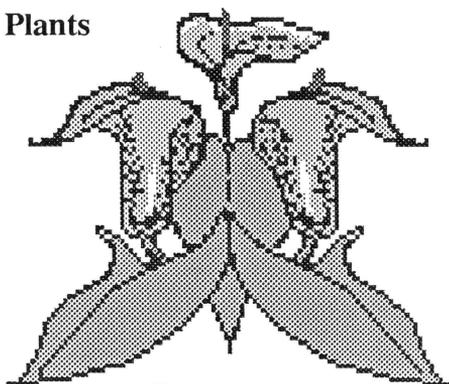
## People



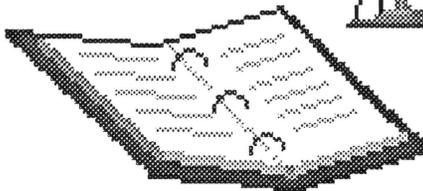
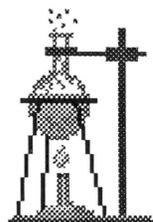
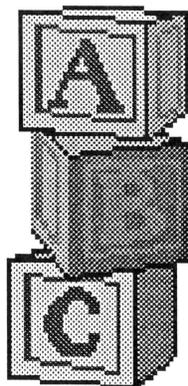
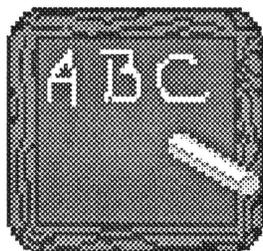
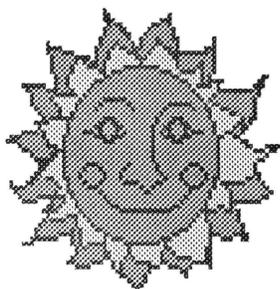
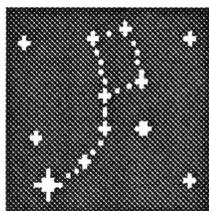
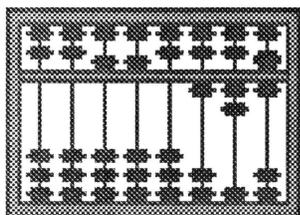
Phrases



# Plants



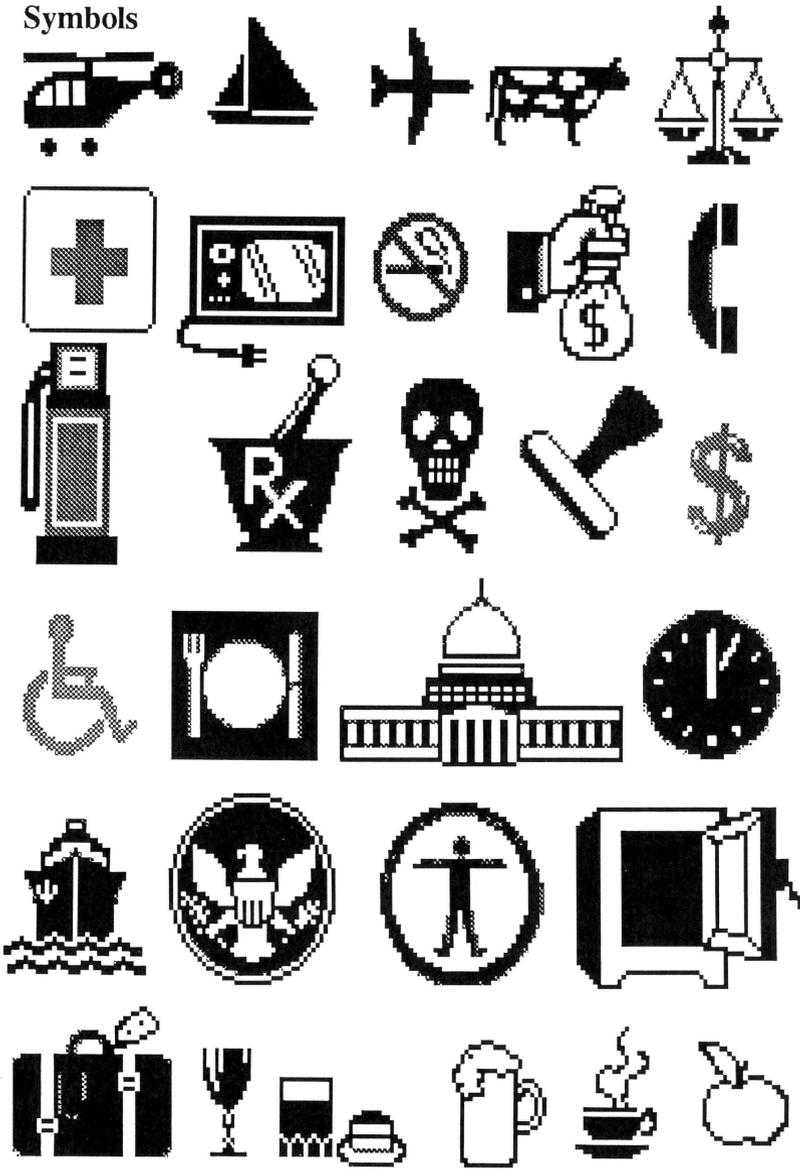
# School



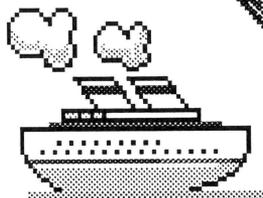
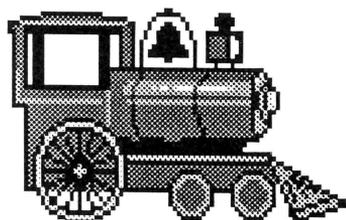
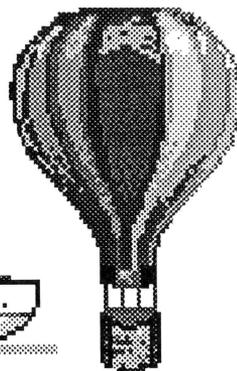
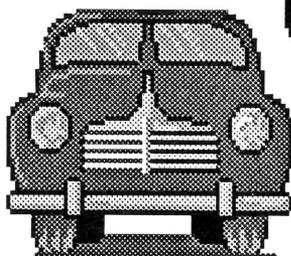
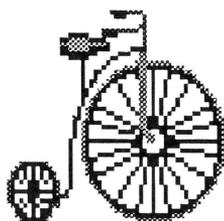
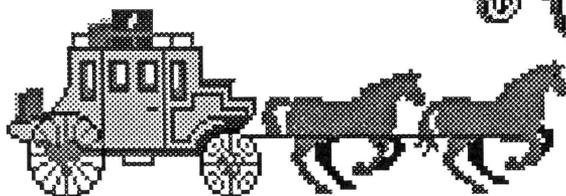
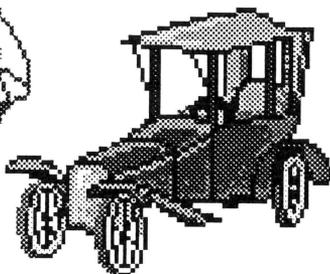
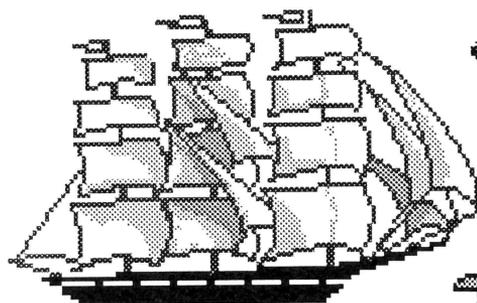
## Sports



# Symbols



## Vehicles



## ACTIVISION LIMITED 90-DAY WARRANTY

Activision, Inc. warrants to the original consumer purchaser of this computer software product that the recording medium on which the software programs are recorded will be free from defects in material and workmanship for 90 days from the date of purchase. If the recording medium is found defective within 90 days of original purchase, Activision agrees to replace, free of charge, any product discovered to be defective within such period upon receipt at its Factory Service Center of the product, postage paid, with proof of date of purchase.

This warranty is limited to the recording medium containing the software program originally provided by Activision and is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect has arisen through abuse, mistreatment, or neglect. Any implied warranties applicable to this product are limited to the 90-day period described above. If the recording medium should fail after the original 90-day warranty period has expired, you may return the software program to Activision, Inc. at the address noted below with a check or money order for \$7.50 (U.S. currency), which includes postage and handling, and Activision will mail a replacement to you. To receive a replacement, you should enclose the defective medium (the disk only, with its original label) in protective packaging accompanied by: (1) a \$7.50 check, (2) a brief statement describing the defect, and (3) your return address. EXCEPT AS SET FORTH ABOVE, THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED, INCLUDING ANY WARRANTY OF MERCHANTABILITY OR FITNESS FOR A PARTICULAR PURPOSE, AND NO OTHER REPRESENTATION OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE ACTIVISION. IN NO EVENT WILL ACTIVISION BE LIABLE FOR SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGE RESULTING FROM POSSESSION, USE, OR MALFUNCTION OF THIS PRODUCT, INCLUDING DAMAGE TO PROPERTY AND, TO THE EXTENT PERMITTED BY LAW, DAMAGES FOR PERSONAL INJURY, EVEN IF ACTIVISION HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES.

SOME STATES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS AND/OR THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATIONS AND/OR EXCLUSION OR LIMITATION OF LIABILITY MAY NOT APPLY TO YOU. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS, AND YOU MAY HAVE OTHER RIGHTS WHICH VARY FROM STATE TO STATE.

---

### WARNING

Any attempt to duplicate this product may damage it. Such damage is not covered by the warranty. Please see above for complete warranty.

---

### RETURNS

U.P.S. or registered mail is recommended for returns. For the best service, please be sure to—

1. Send the disk only, with its original label.
2. Write the name of the product and type of computer system on the front of the package.
3. Enclose your return address, typed or printed clearly, *inside* the package.

Send to:

WARRANTY REPLACEMENTS  
Product Support  
Activision, Inc.  
2350 Bayshore Parkway  
Mountain View, CA 94043

ACTIVISION<sup>®</sup>