

Improving Bitmap Perspective Lettering and Artwork

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In our previous **GuruGram** #53 of **BMFAUTO1.PDF**, we looked at some **ultra legible small fonts** that were superbly suited for retouching lettering on bitmap images. Especially those involving **eBay Offers**. In many images, the lettering to be corrected will **not** be oriented "flat on" and moderate to extreme **perspective correction** may be called for.

Perspective lettering and art correction does involve time and effort, so it is best reserved for higher value, larger quantity, or higher resolution projects. But here is how the process works for "architects perspective" images...

- 1. Rotate the image 90 degrees so that the LONG axis of the lettering is VERTICAL. Save under a new filename. Do NOT crop main axis between step 1 and step 6!**
- 2. Using my NUTILT01.PSL routine, find the amount of horizontal top offset needed to convert the perspective area to be reworked into a SYMMETRICAL TRAPEZOID.**
- 3. CENTER your tilt axis on this trapezoid and find the exact amount of howmuchtilt needed to form a PERFECT RECTANGLE to one pixel accuracy.**
- 4. Rotate the rectangularly transformed perspective back to its normal orientation and do any lettering rework by using AUTOBMF1.PSL Correct other art as needed.**
- 5. Rotate back vertically and NEGATE the howmuchtilt and horizontal top offset to return to your perspective space.**
- 6. Because white backgrounds may be lost, it may be best to recrop and repaste back into your original artwork.**

Click for a **.JPG** demo or a **.BMP** demo. **Consulting services** available.