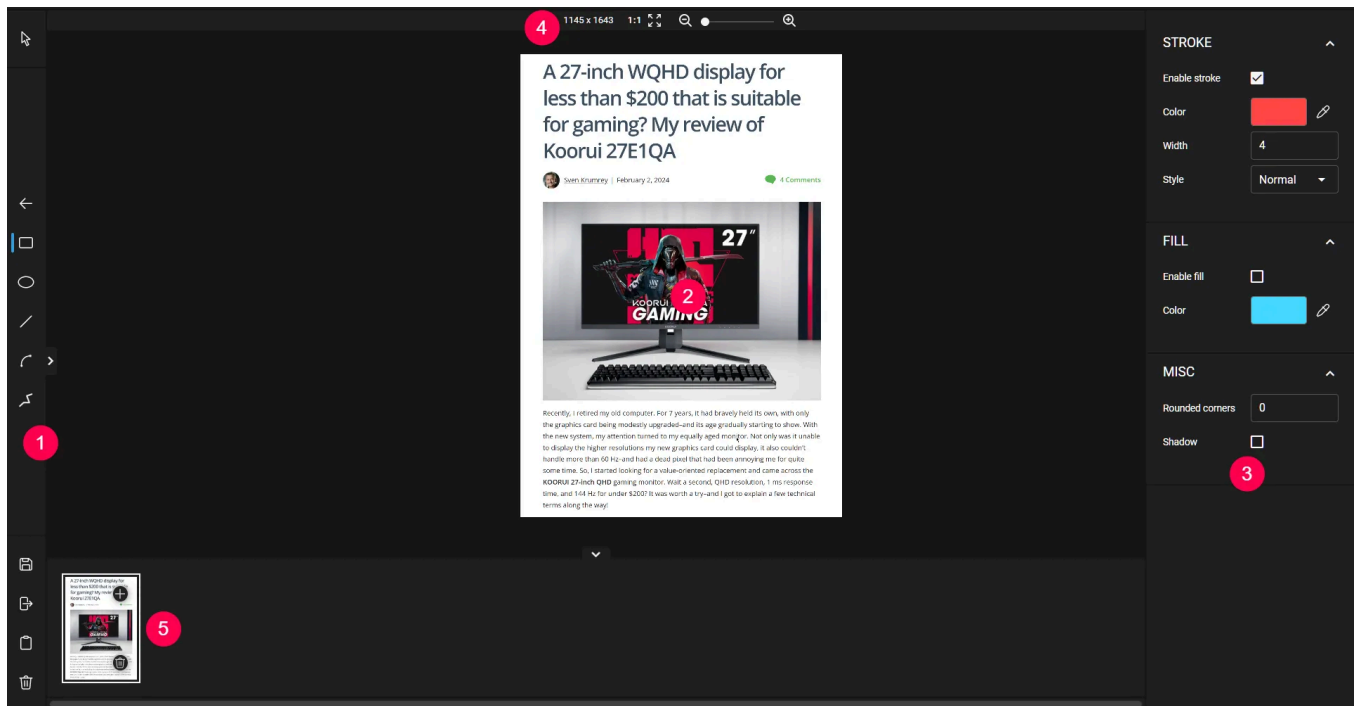




Manual

- [1 Working with objects](#)
 - [2 Toolbar](#)
 - [2.1 Select](#)
 - [2.2 Frequently used](#)
 - [2.3 Transformations](#)
 - [2.3.1 Crop](#)
 - [2.3.2 Resize image](#)
 - [2.3.3 Resize workspace](#)
 - [2.3.4 Combine layers](#)
 - [2.3.5 Frame](#)
 - [2.3.6 Watermark](#)
 - [2.4 Pencils and markers](#)
 - [2.4.1 Highlighter / Pencil](#)
 - [2.4.2 Highlight area](#)
 - [2.5 Arrows](#)
 - [2.5.1 Straight arrow](#)
 - [2.5.2 Curved arrow](#)
 - [2.6 Blur/Pixelate](#)
 - [2.6.1 Blur pencil](#)
 - [2.6.2 Blur area](#)
 - [2.7 Documentation](#)
 - [2.7.1 Text](#)
 - [2.7.2 Note](#)
 - [2.7.3 Numbering](#)
 - [2.8 Shapes](#)
 - [2.8.1 Curved line](#)
 - [2.8.2 Multi-point line](#)
 - [2.9 Erase](#)
 - [2.9.1 Erase / Erase area](#)
 - [2.10 Fill area](#)
 - [2.11 Clipart](#)
- [3 Project management](#)
- [4 Zoom bar](#)
- [5 Preview bar](#)
- [6 Keyboard shortcuts](#)

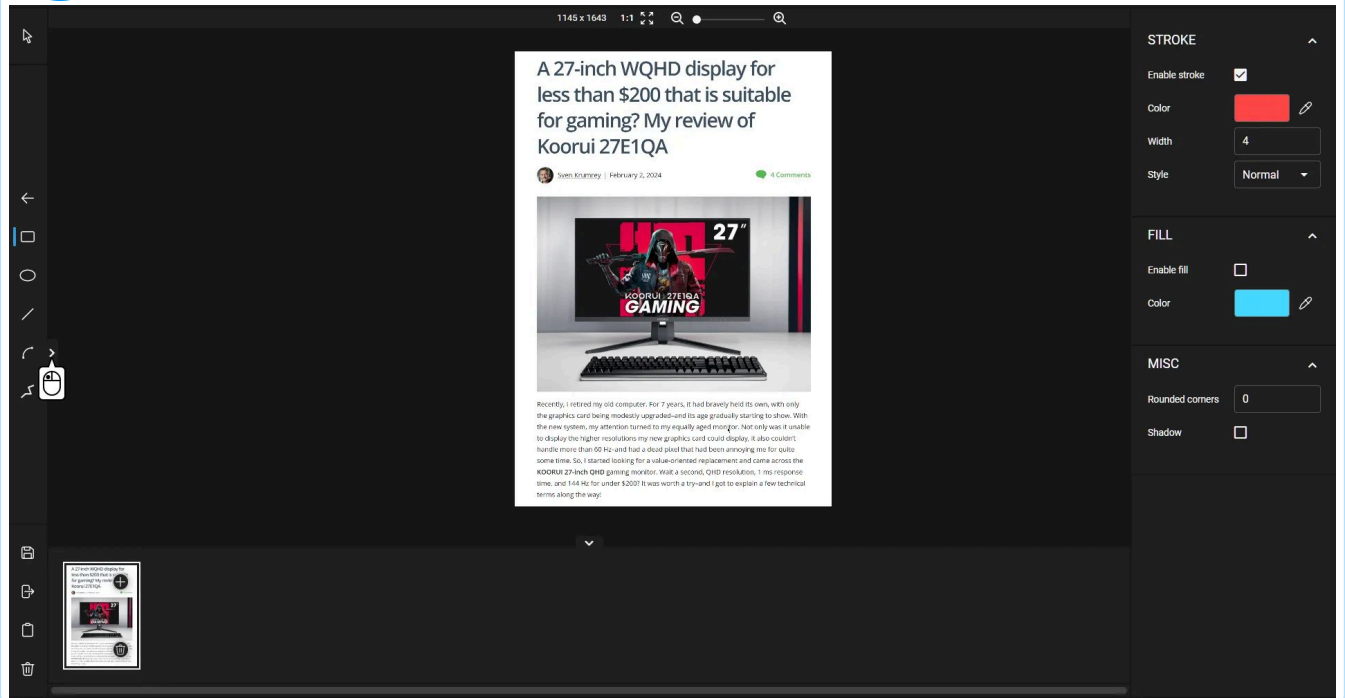
Ashampoo Easy Video differs between project and image files. Project files contain both image and object data (arrows, shapes, ...). They are stored in a separate "projects" subfolder that lives in the output folder you selected and show up as thumbnails in the [preview bar](#).



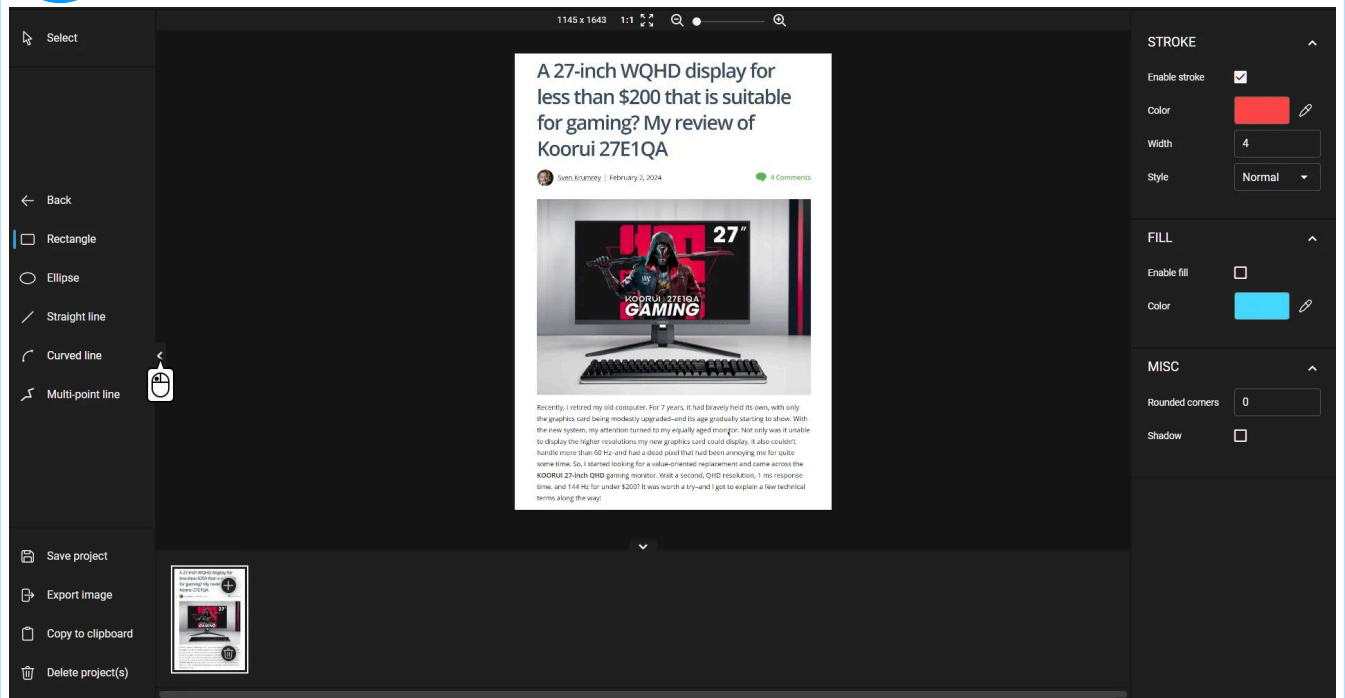
1. [Toolbar](#)
2. Workspace
3. Tool/Object properties
4. [Zoom bar](#)
5. [Preview bar](#)

Use the arrow buttons near the edge of a pane to expand/collapse it. You can also expand/collapse individual categories in the tool/object properties pane.

1



2



3

1145 x 1643 1:1

A 27-inch WQHD display for less than \$200 that is suitable for gaming? My review of Koorui 27E1QA

Yves Kourmey | February 2, 2024 4 Comments

Recently, I retired my old computer. For 7 years, it had bravely held its own, with only the graphics card being modestly upgraded—and its age gradually starting to show. With the new system, my attention turned to my equally aged monitor. Not only was it unable to display the higher resolutions my new graphics card could display, it also couldn't handle more than 60 Hz and had a dead pixel that had been annoying me for quite some time. So, I started looking for a value-oriented replacement and came across the KOOORUI 27-inch QHD gaming monitor. With a second, QHD resolution, 1 ms response time, and 144 Hz for under \$200! It was worth a try—and I got to explain a few technical terms along the way!

STROKE

- Enable stroke
- Color
- Width
- Style

FILL

- Enable fill
- Color

MISC

- Rounded corners
- Shadow

4

1145 x 1643 1:1

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STROKE

- Enable stroke
- Color
- Width
- Style

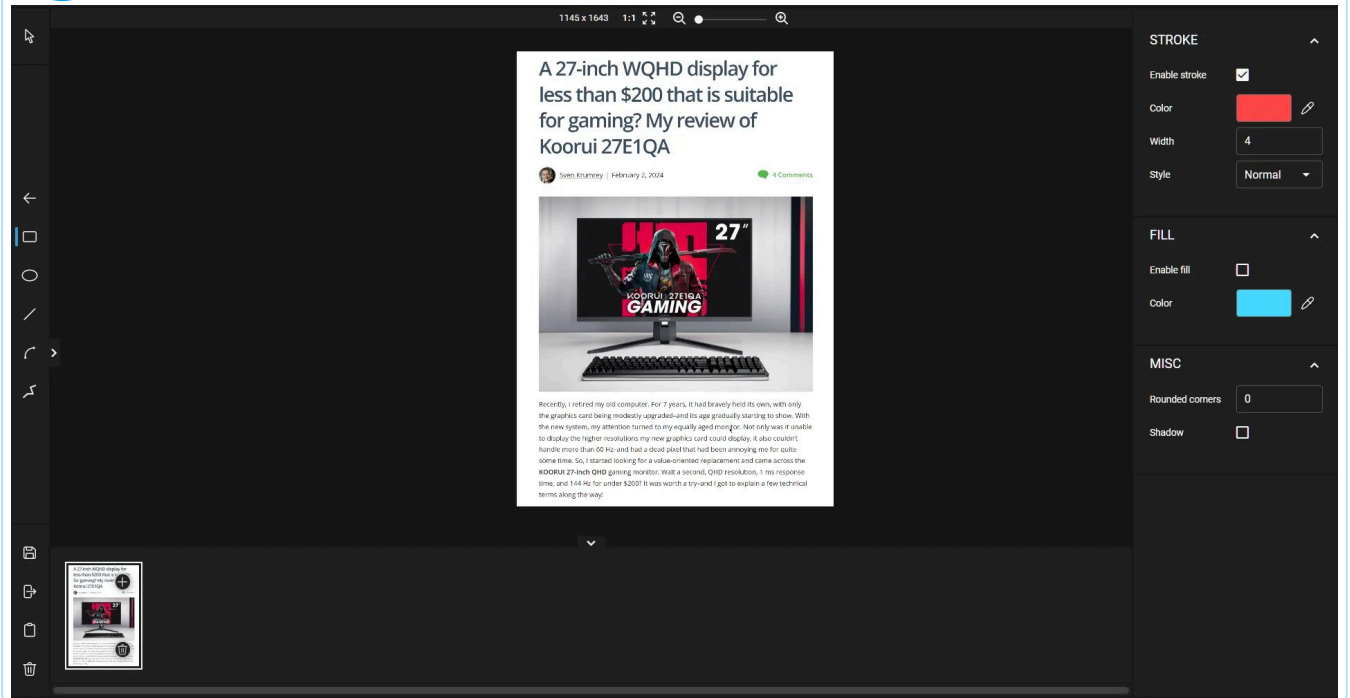
FILL

- Enable fill
- Color

MISC


- Rounded corners
- Shadow

5



Context menu

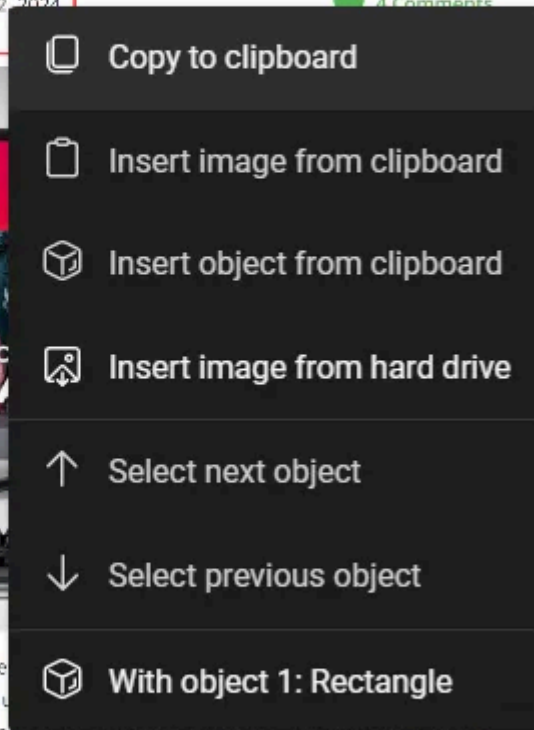
A 27-inch WQHD display for less than \$200 that is suitable for gaming? My review of Koorui 27E1QA

 Sven Krumrey | February 2, 2024

4 Comments



Recently, I retired my old computer system, the graphics card being modestly used. With the new system, my attention turned to my equally aged monitor. Not only was it unable to display the higher resolutions my new graphics card could display, it also couldn't handle more than 60 Hz—and had a dead pixel that had been annoying me for quite some time. So, I started looking for a value-oriented replacement and came across the KOORUI 27-Inch QHD gaming monitor. Wait a second, QHD resolution, 1 ms response time, and 144 Hz for under \$200? It was worth a try—and I got to explain a few technical terms along the way!



Right-click into the image to open the context menu.

Copy to clipboard

Copes the current image and all objects to the system clipboard.

Insert image from clipboard

Pastes the clipboard image into the image as an object at the current mouse position.

Insert object from clipboard

Pastes the most recently copied object into the image at the current mouse position.

Insert image from hard drive

Inserts an existing image file into the image as an object at the current mouse position.

Select next/previous object

This entry is available, when there's already an object selected and moves the selection to

the next/previous object.

With object

The functions in this submenu affect the object that belongs to the given index.

Select object

Selects the current object.

Move object to front/back

Moves the object to the first or last position in the object hierarchy so that is either visually sits above or below all other objects.

Move object one level up/down

Moves the object one level up/down in the object hierarchy.

Copy project

Copies the object to the system clipboard.

Cut object

Copies the object to the system clipboard and deletes it from the project.

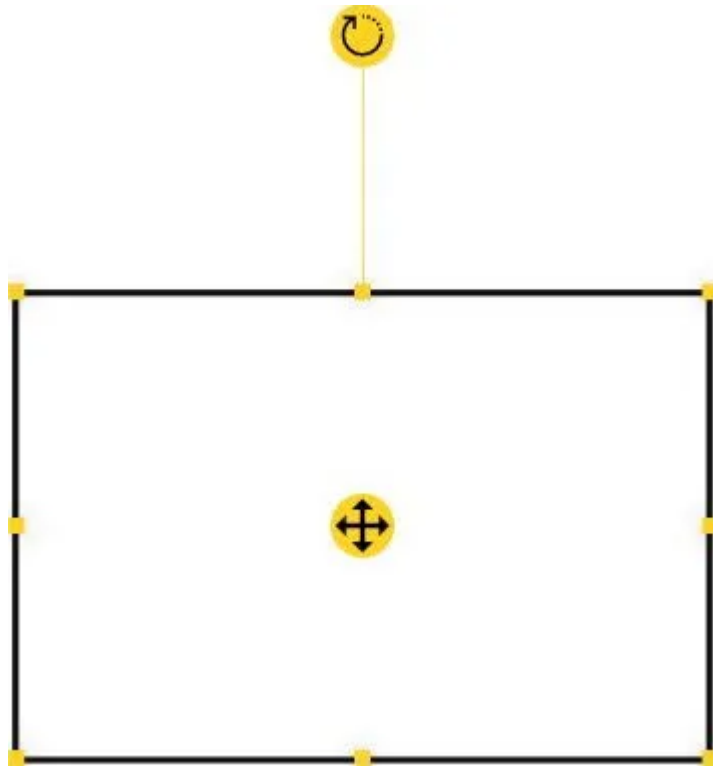
Delete object




Deletes the object from the project.

1 Working with objects

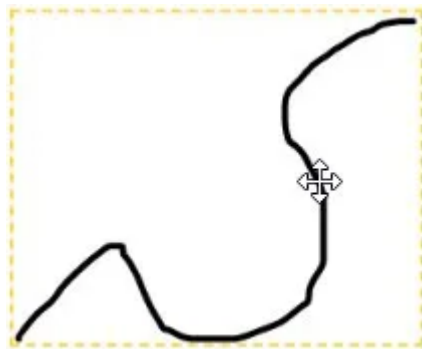
Left-click objects to select them. There are three types of objects:

Type 1



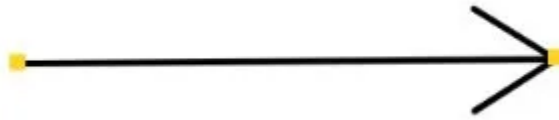
Objects of this type display a selection rectangle around them. Drag the  icon to reposition them. Drag the  icon to rotate the objects freely, e.g. to display text at a 45° angle. Drag the edge markers () to resize the objects.

Type 2



These objects also display a selection rectangle around them, once selected. Unlike type 1, type 2 objects can be dragged directly for repositioning but support neither resizing nor rotation.

Type 3



Type 3 objects do not display a selection rectangle when selected but can also be dragged directly for repositioning. Drag the edge markers (■) to resize or realign them.

Hold Shift during object resizing to adjust width and height proportionally. For example, this allows you to scale down a clipart without distortions.

2 Toolbar

2.1 Select

Left-click an object to select it.

2.2 Frequently used

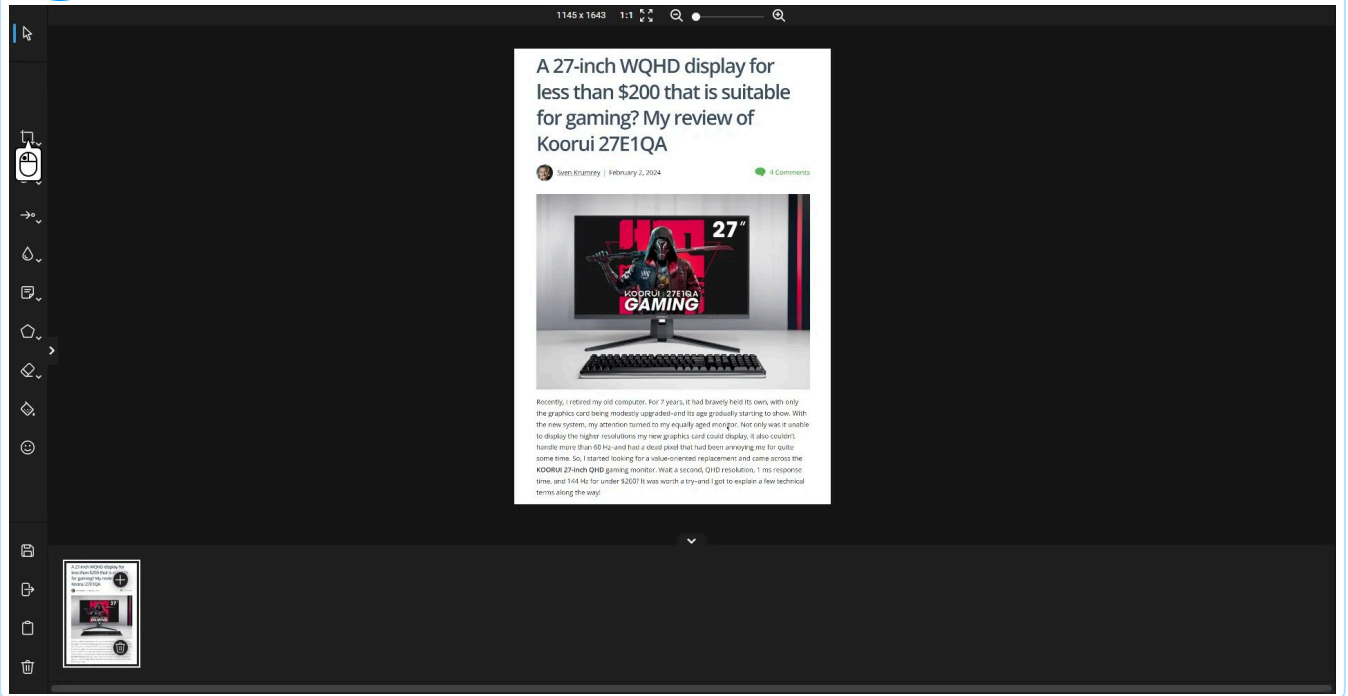
Frequently used tools are automatically added to this category for quick access.

2.3 Transformations

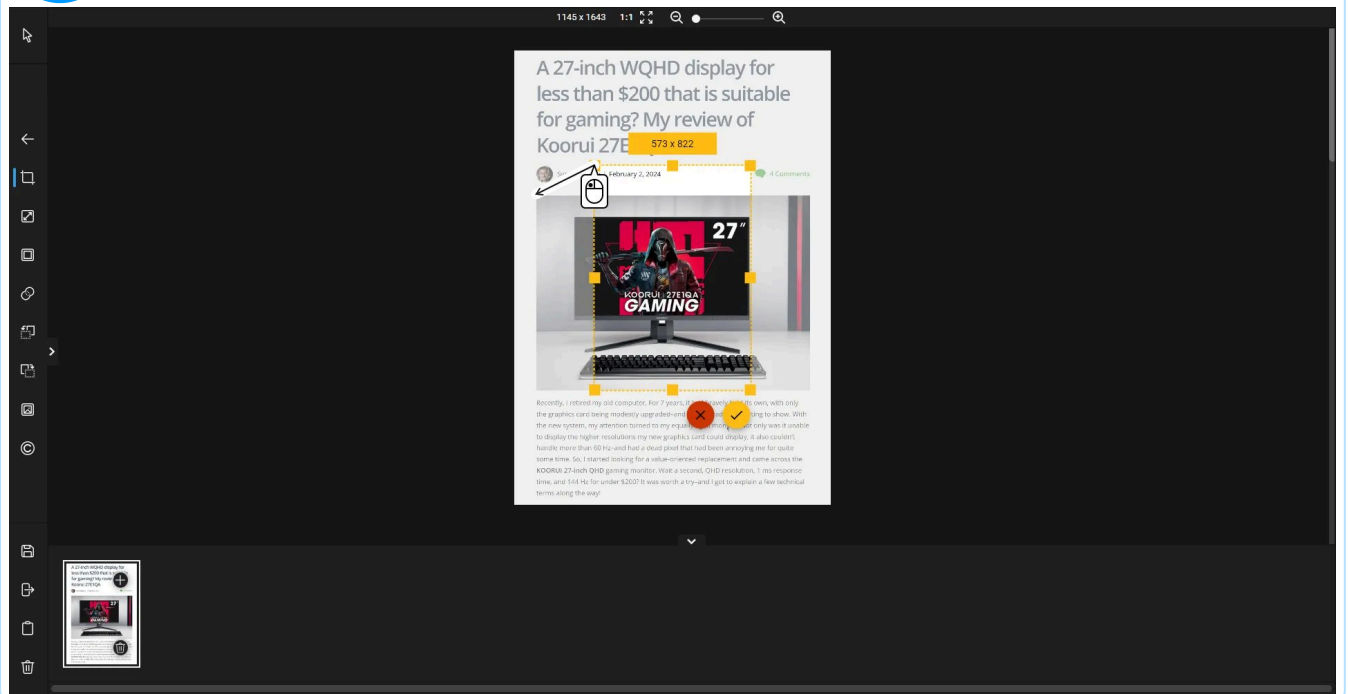
These functions allow you to adjust the size of the image/canvas to your needs.

2.3.1 Crop

1



2



3

A 27-inch WQHD display for less than \$200 that is suitable for gaming? My review of Koorui 27E1QA

776 x 712

4 Comments

Recently, I retired my old computer. For 7 years, it had bravely held its own against the graphics card being modestly upgraded and its age gradually increasing. With the new system, my attention turned to my equally aged monitor. I was hoping to display the higher resolutions my new graphics card could display. It also couldn't handle more than 60 Hz and had a dead pixel that had been annoying me for quite some time. So, I started looking for a value-oriented replacement and came across the Koorui 27-inch QHD gaming monitor. Wait a second, QHD resolution, 1 ms response time, and 144 Hz for under \$200? It was worth a try—and I got to explain a few technical terms along the way!

4

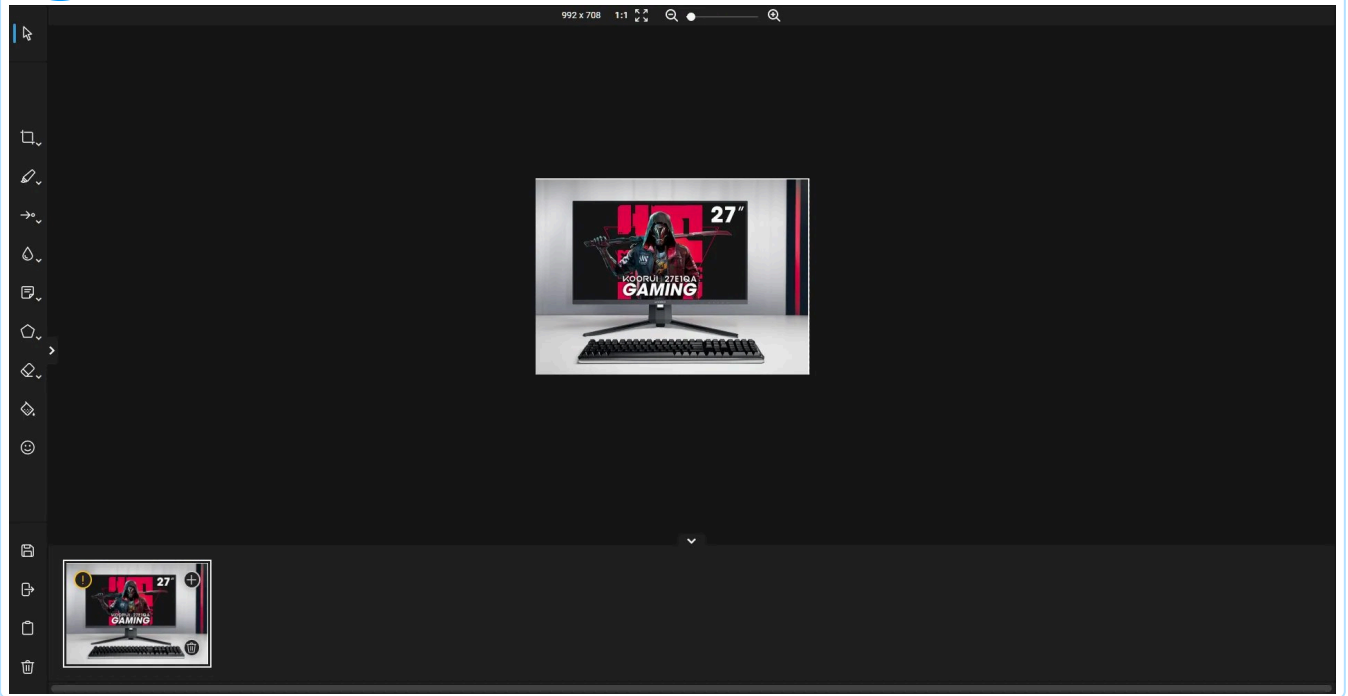
A 27-inch WQHD display for less than \$200 that is suitable for gaming? My review of Koorui 27E1QA

991 x 707

4 Comments

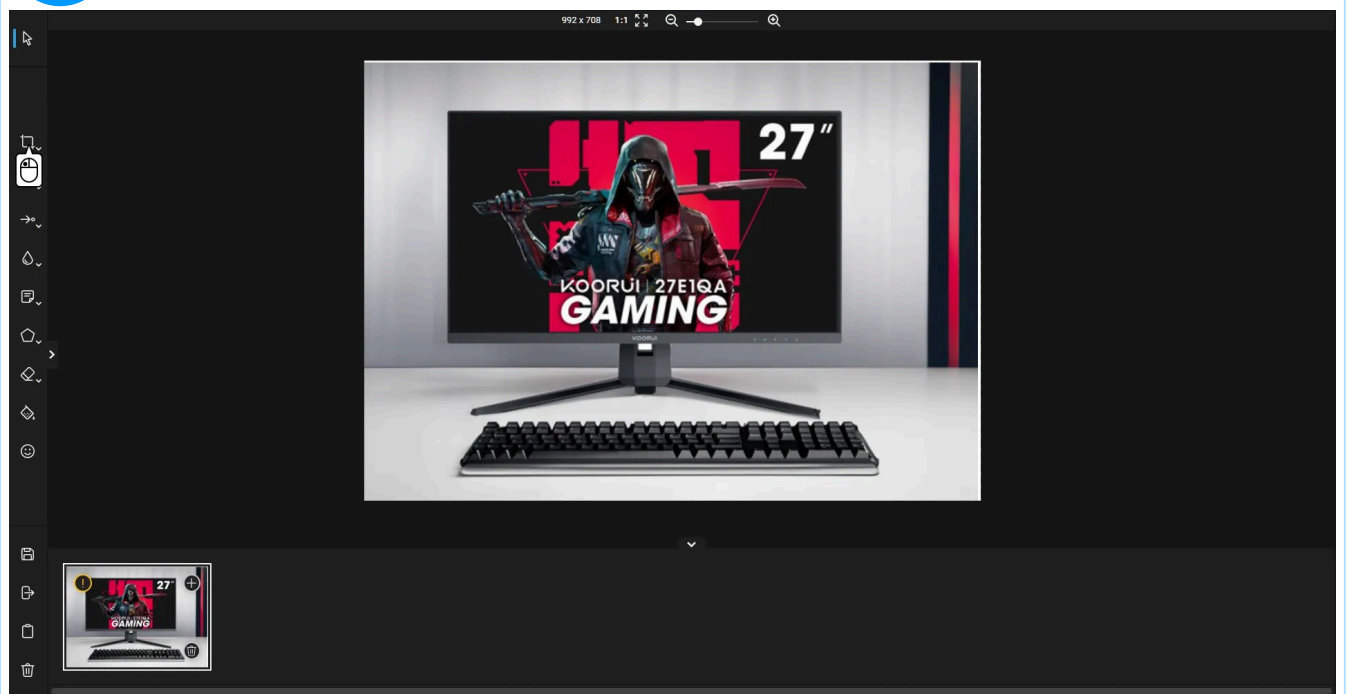
Recently, I retired my old computer. For 7 years, it had bravely held its own against the graphics card being modestly upgraded and its age gradually increasing. With the new system, my attention turned to my equally aged monitor. I was hoping to display the higher resolutions my new graphics card could display. It also couldn't handle more than 60 Hz and had a dead pixel that had been annoying me for quite some time. So, I started looking for a value-oriented replacement and came across the Koorui 27-inch QHD gaming monitor. Wait a second, QHD resolution, 1 ms response time, and 144 Hz for under \$200? It was worth a try—and I got to explain a few technical terms along the way!

5

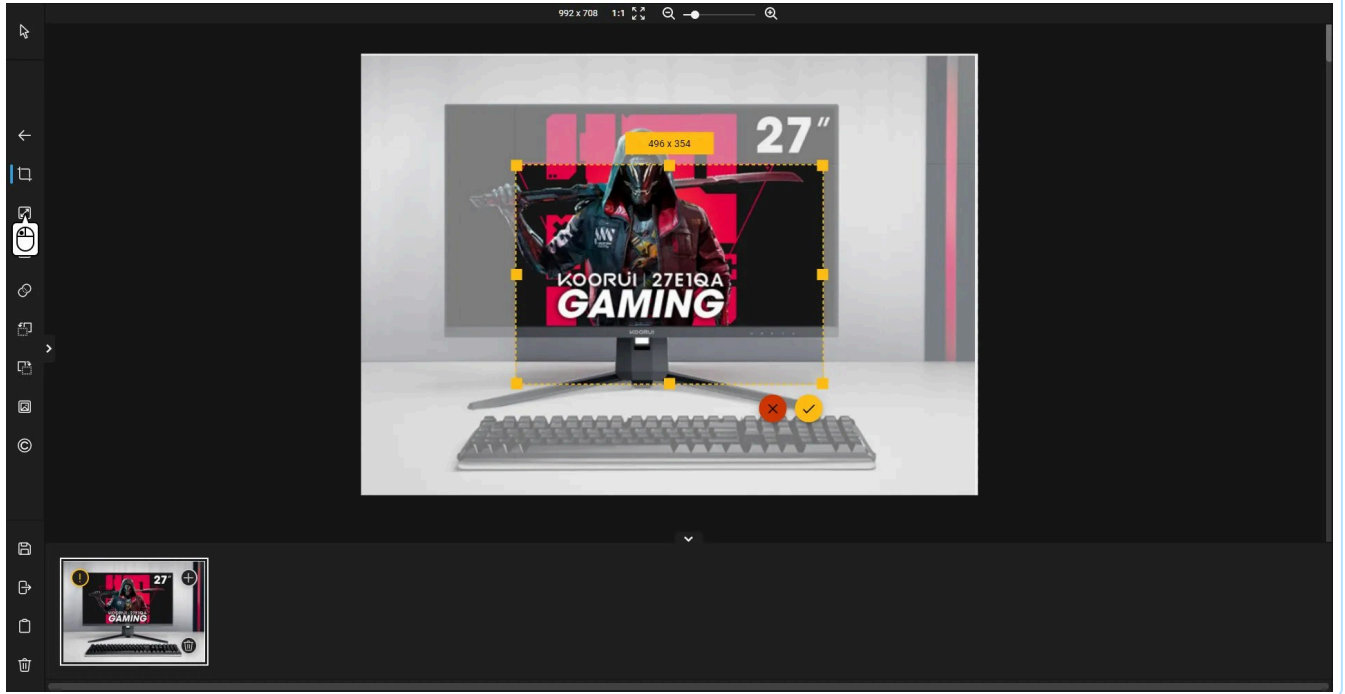


2.3.2 Resize image

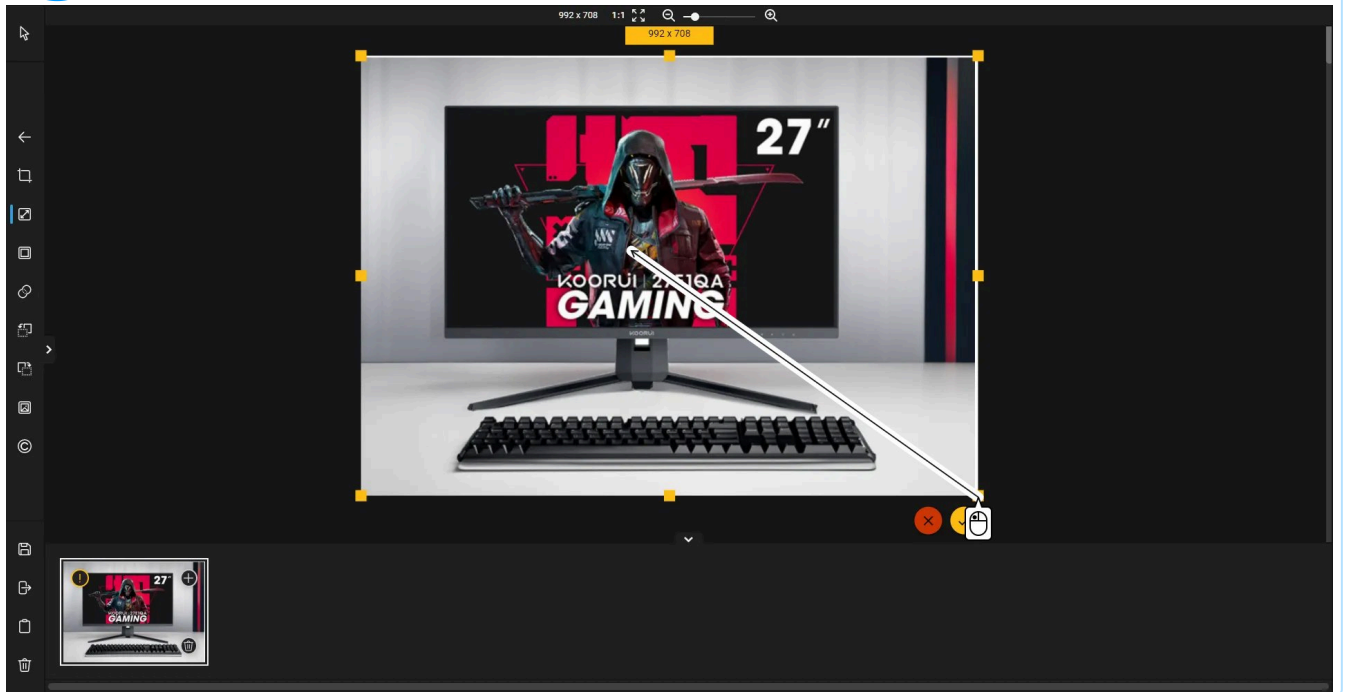
1



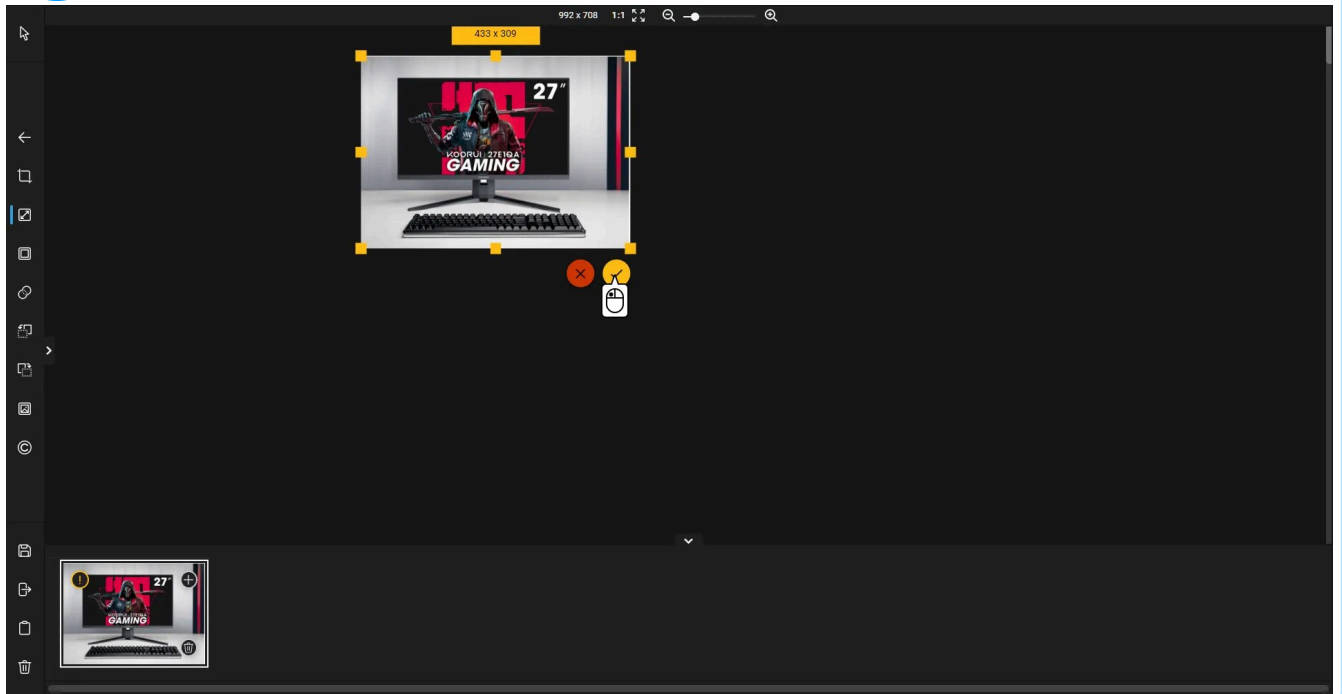
2



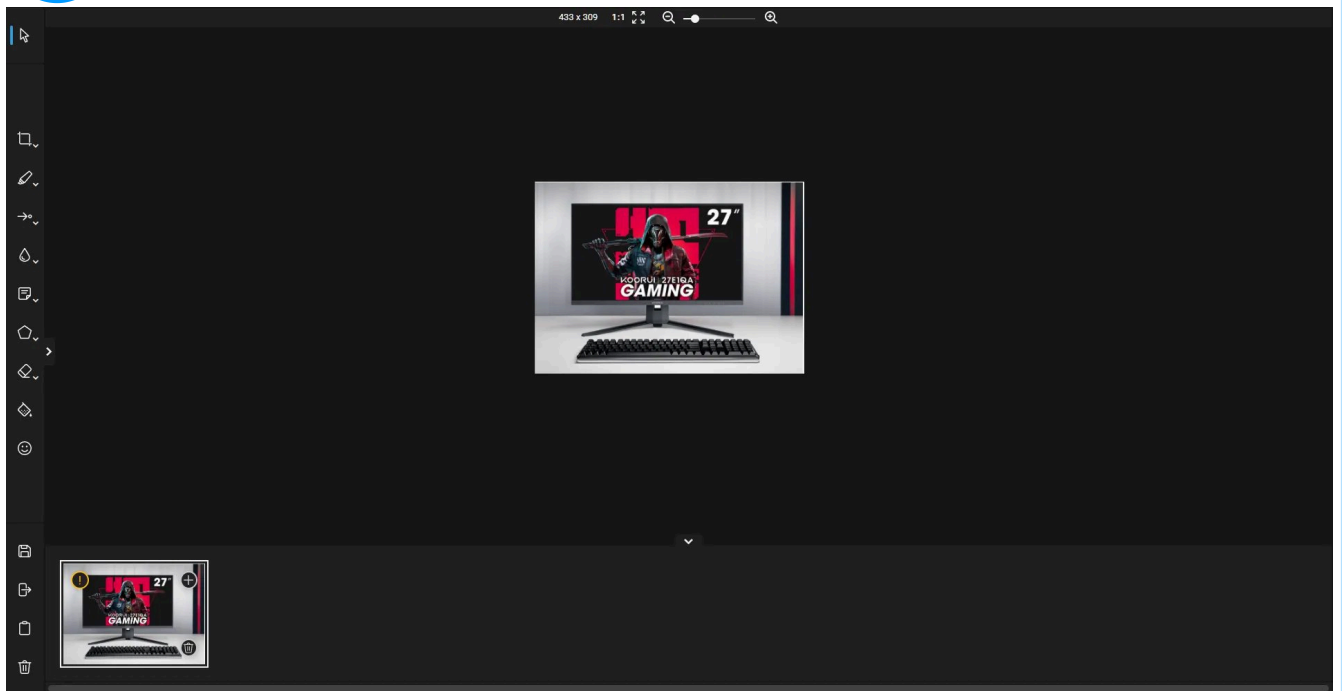
3



4



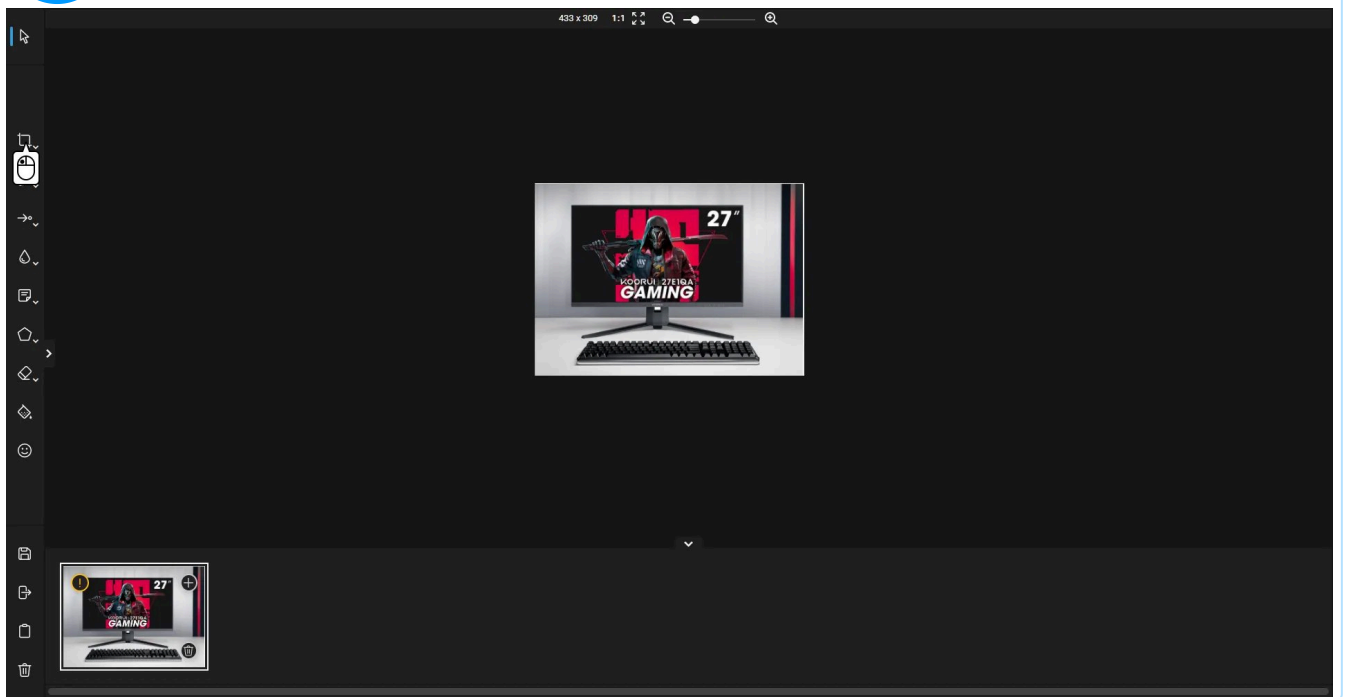
5



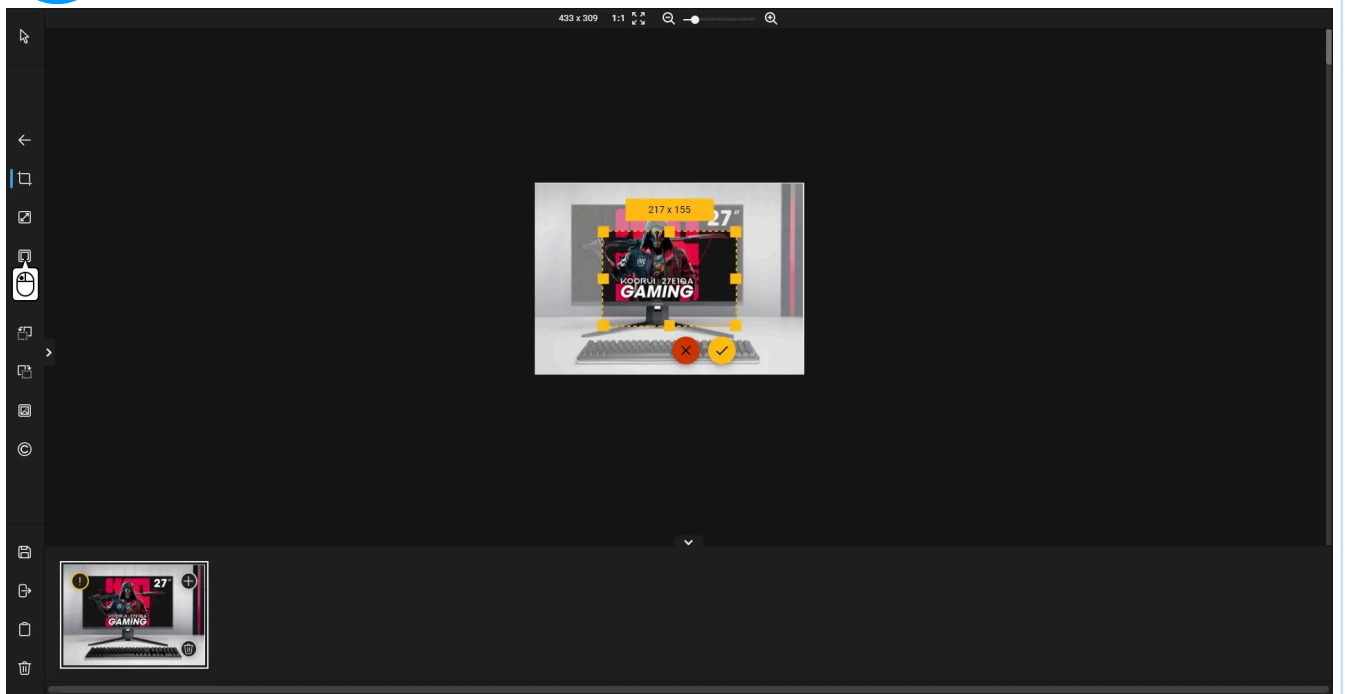
Hold down shift during dragging to preserve the current aspect ratio.

2.3.3 Resize workspace

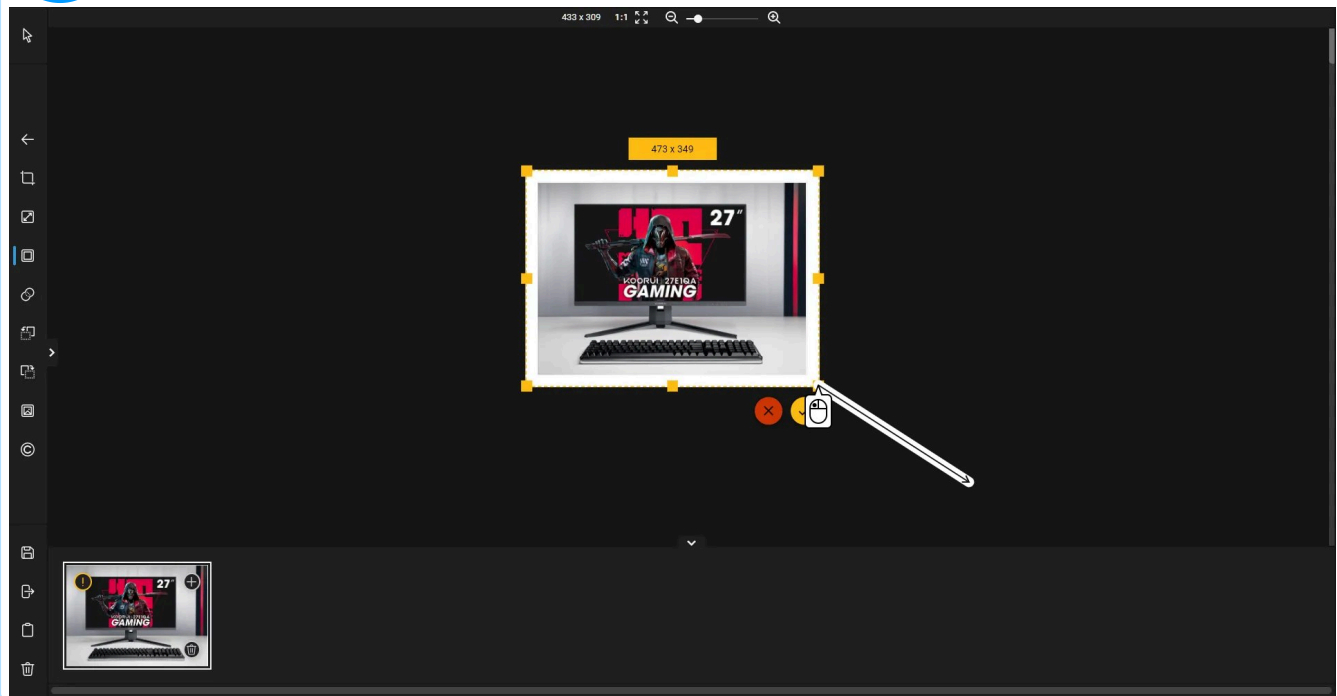
1



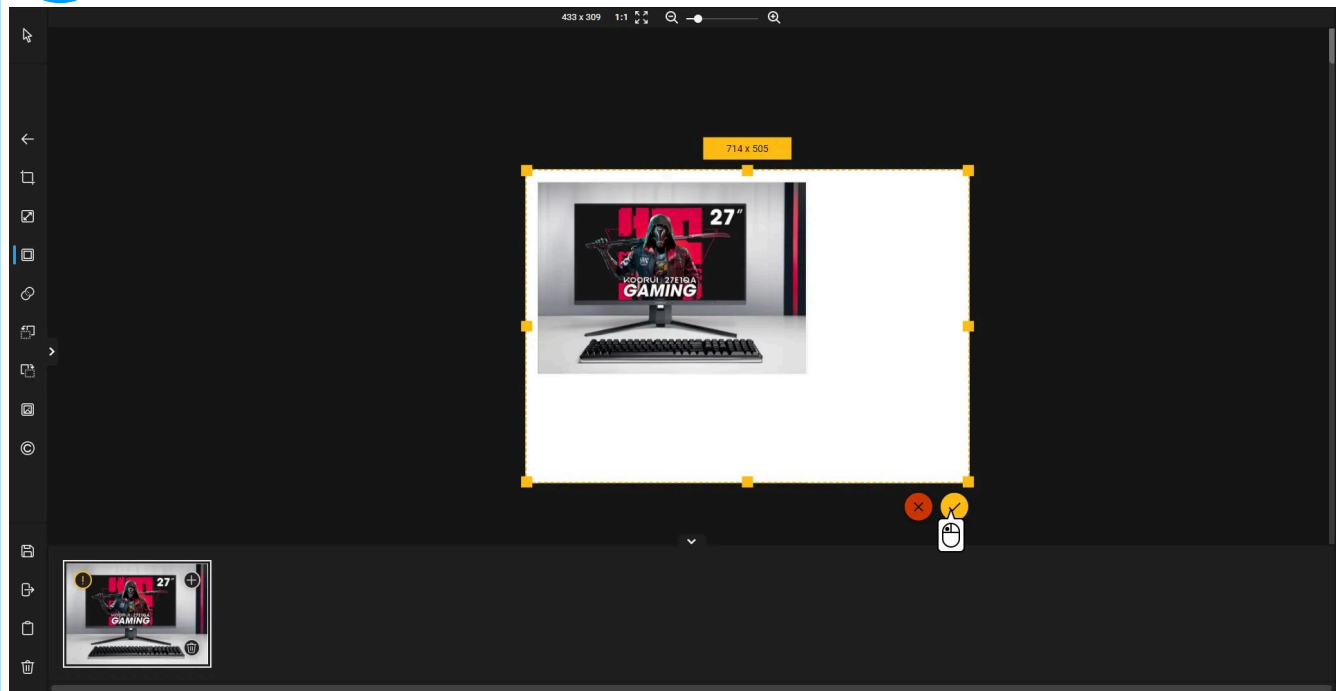
2



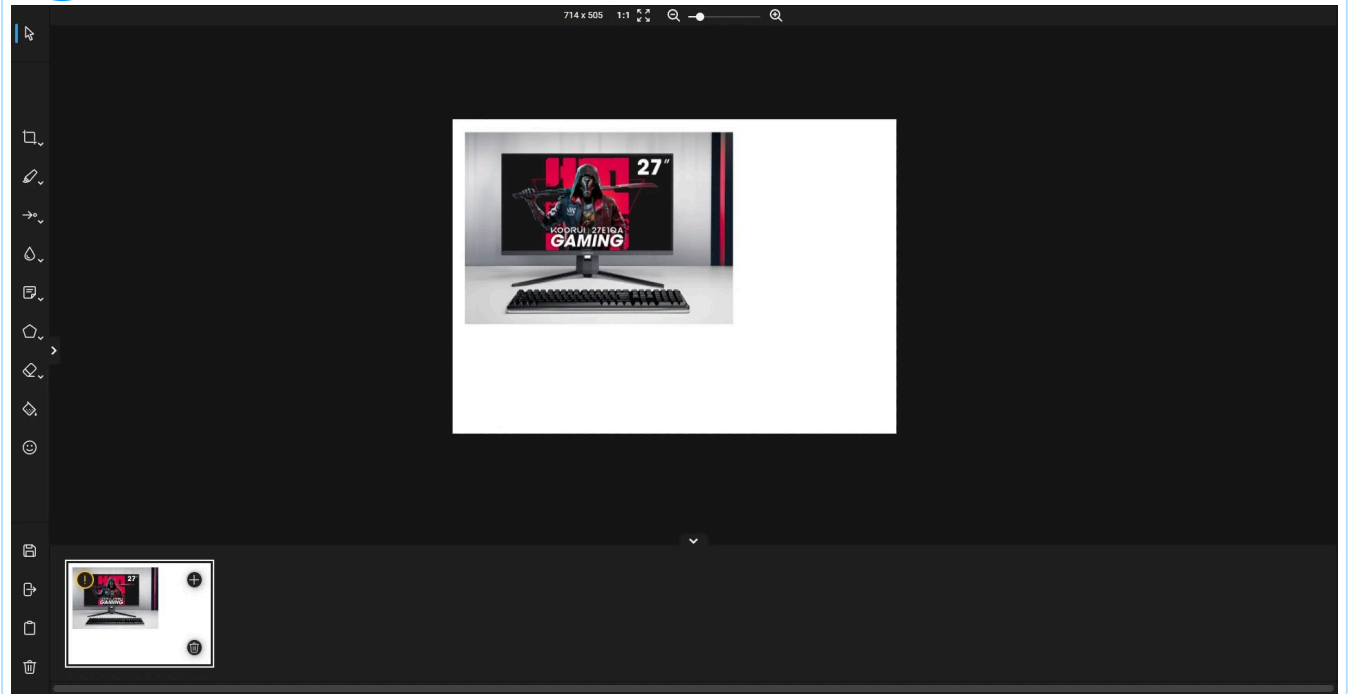
3



4



5

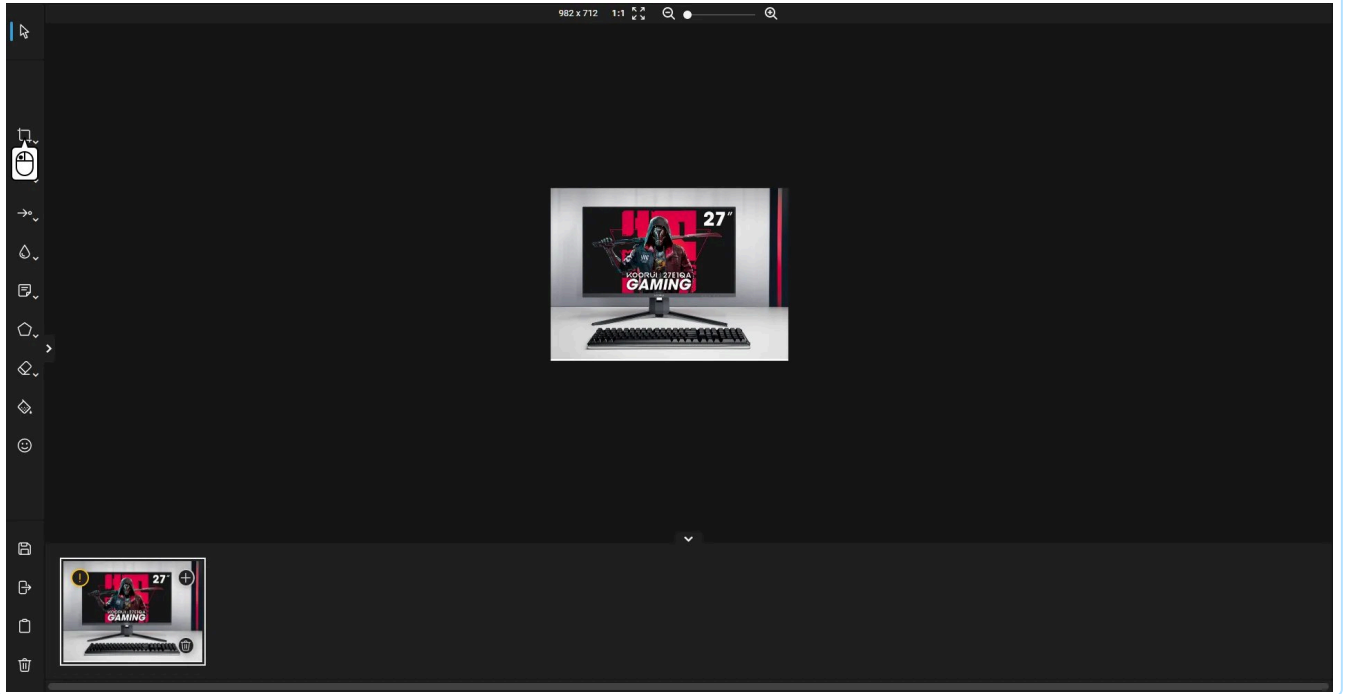


2.3.4 Combine layers

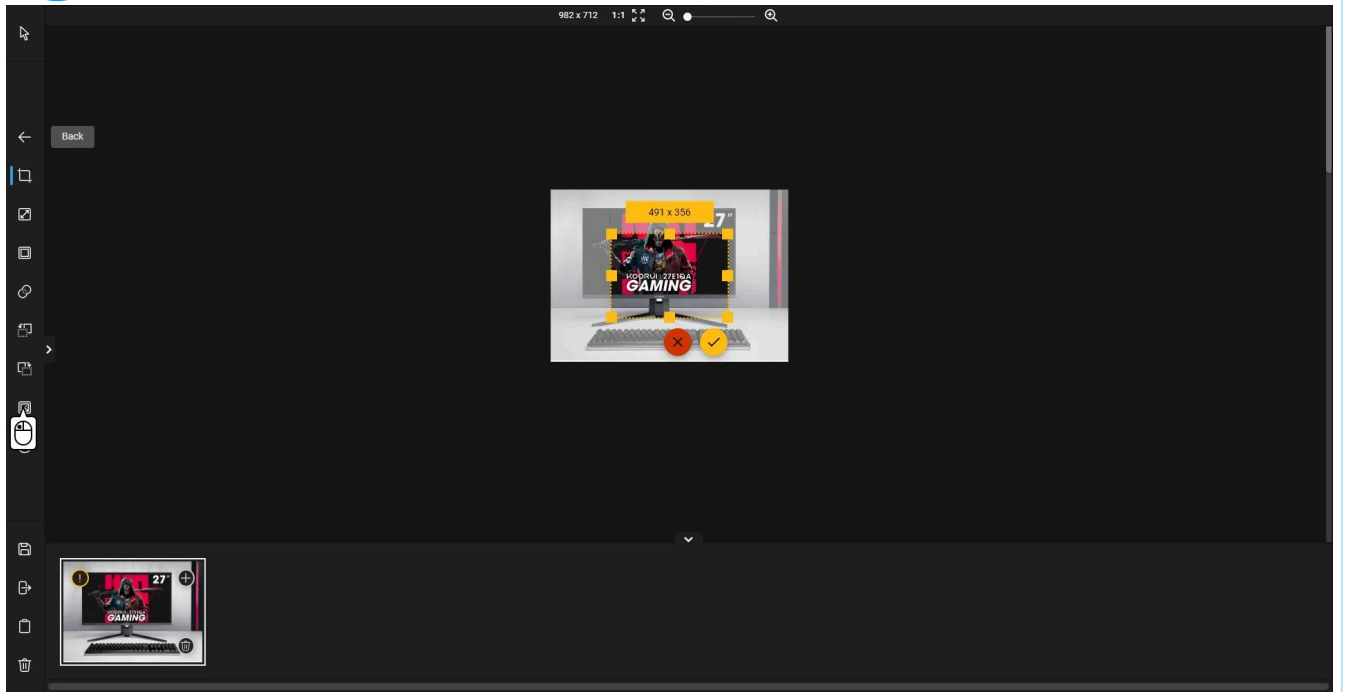
This function merges the current objects into the image, rendering them uneditable afterwards.

2.3.5 Frame

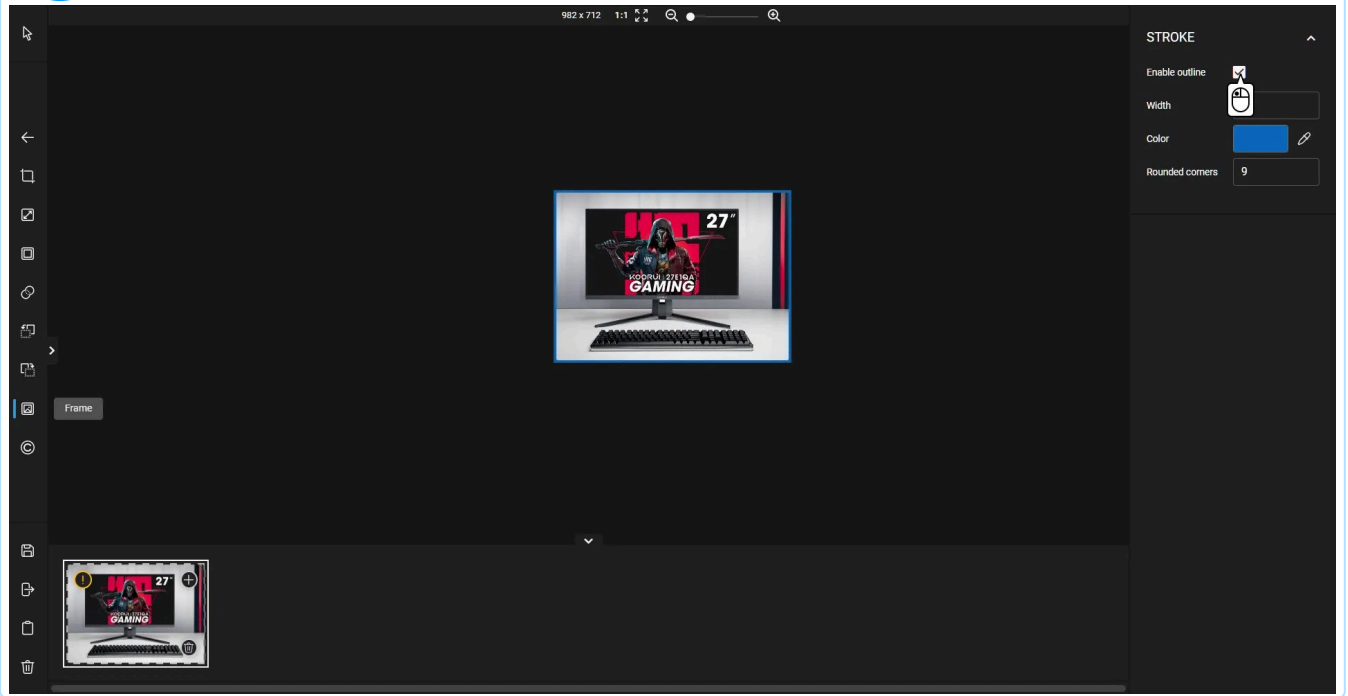
1



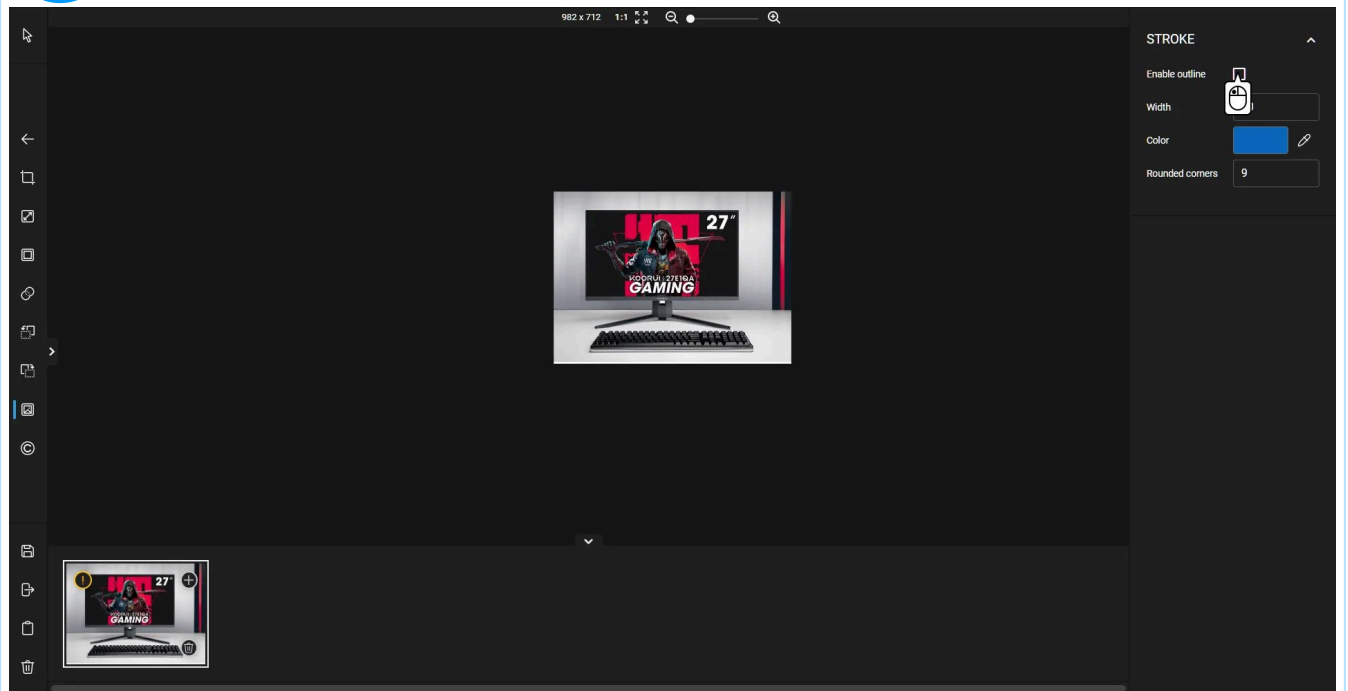
2



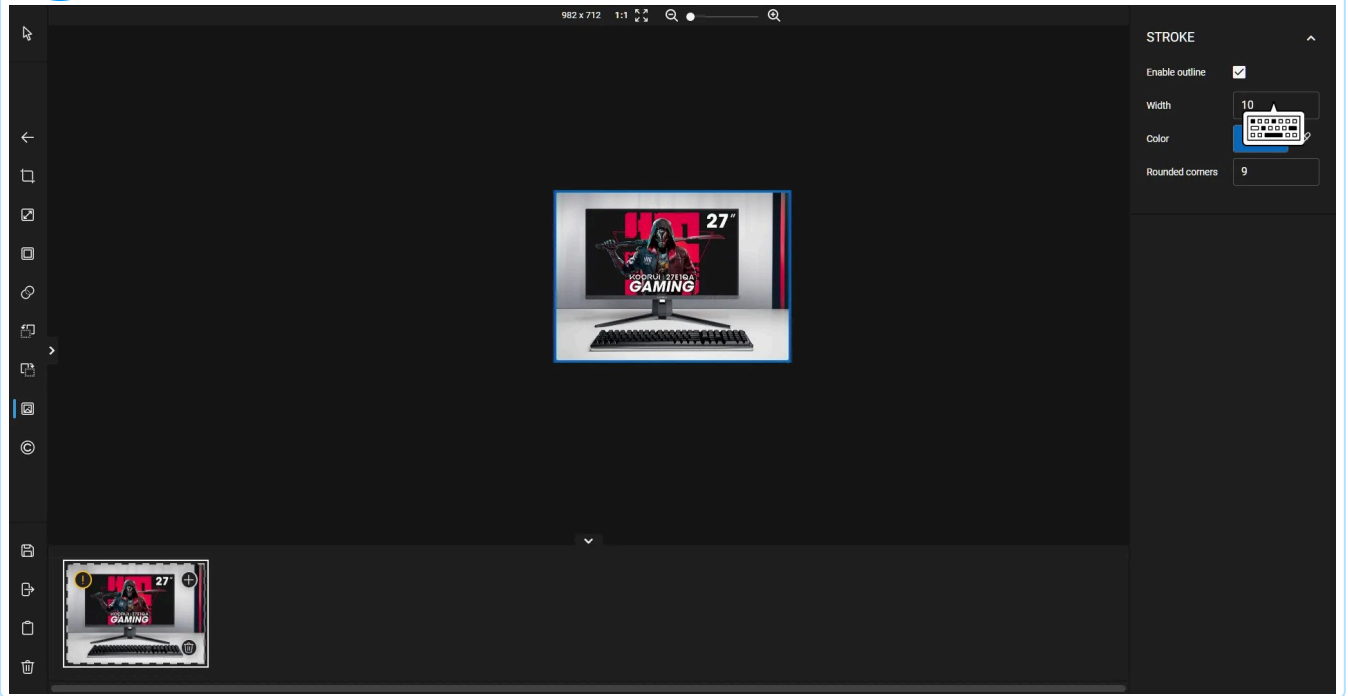
3



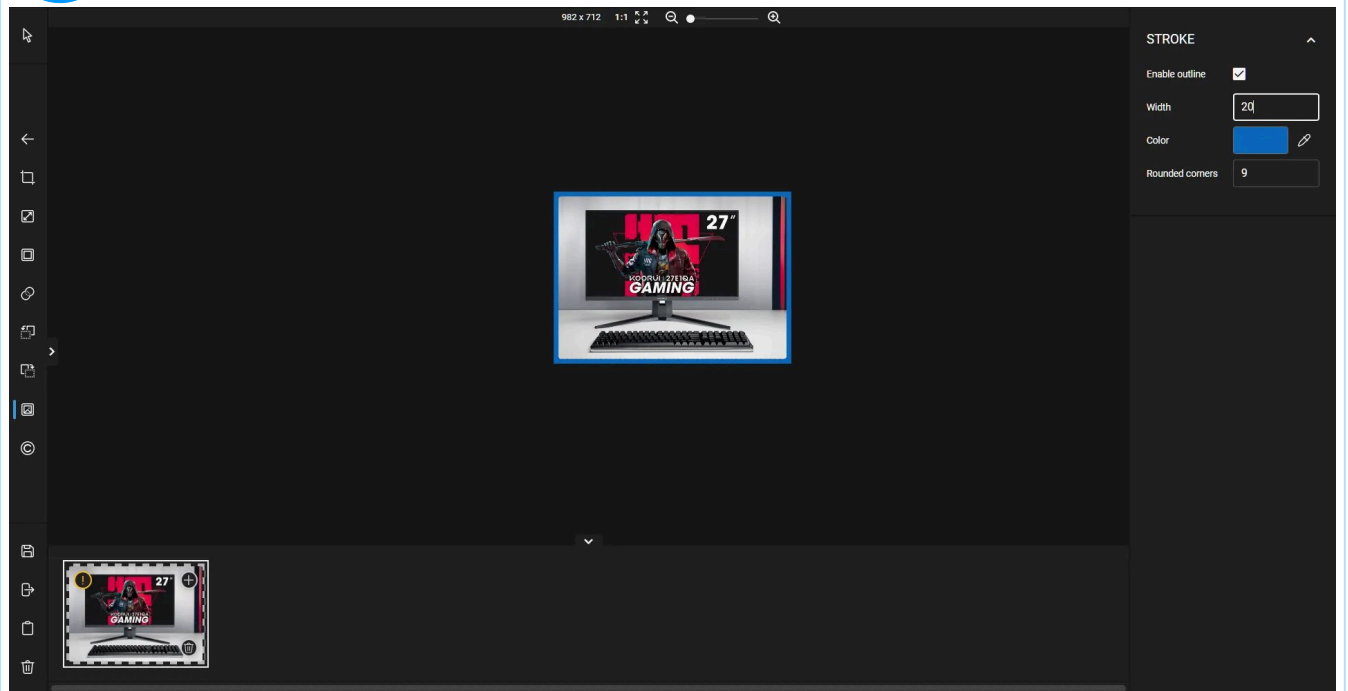
4



5

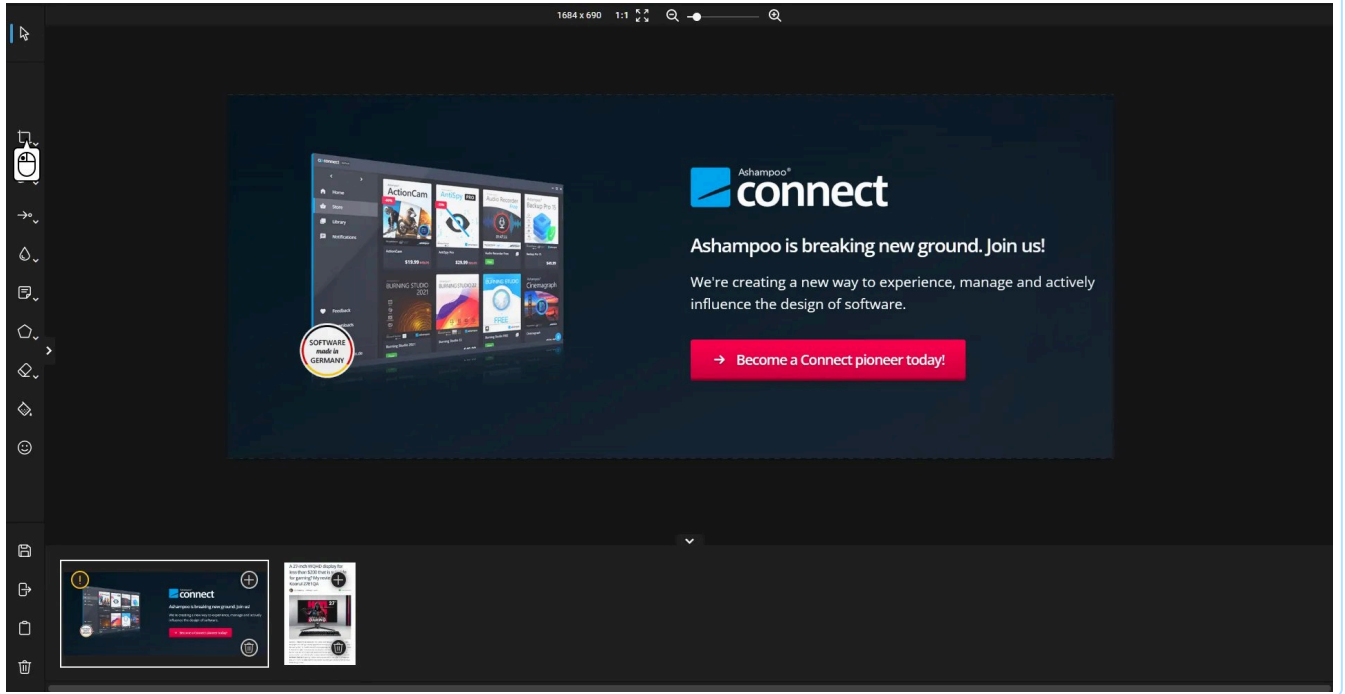


6

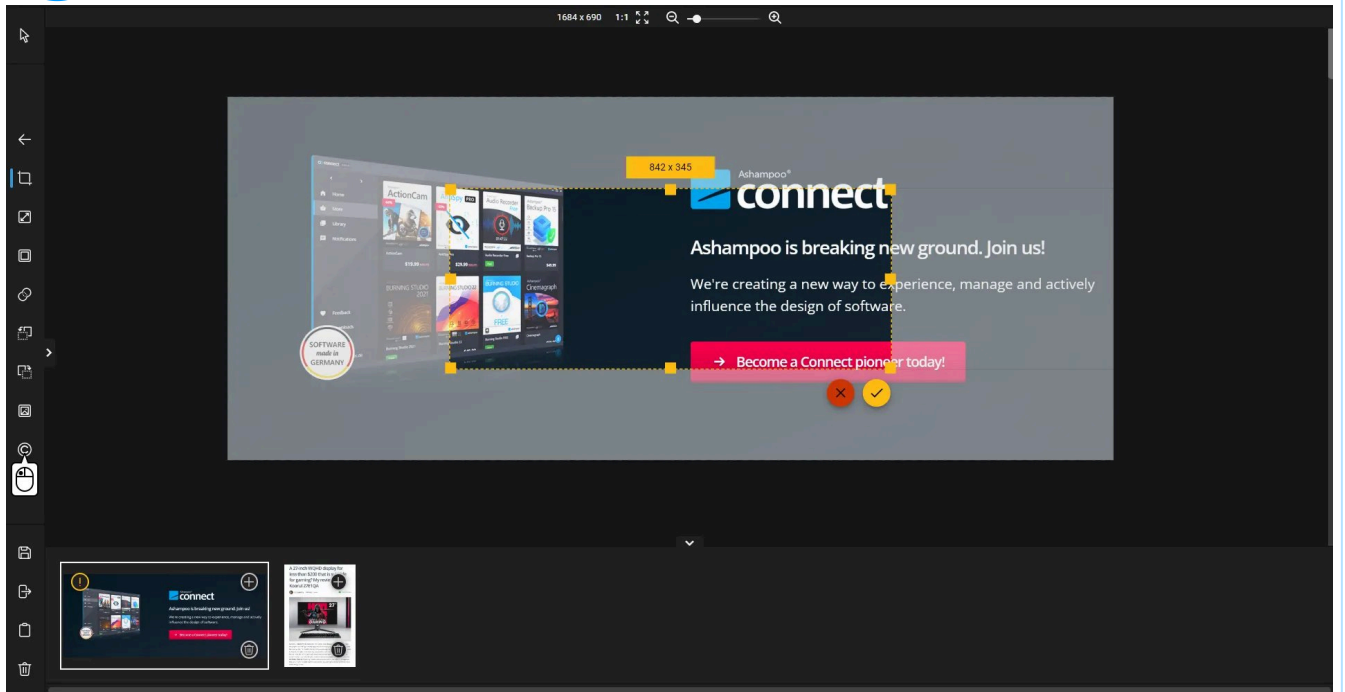


2.3.6 Watermark

1



2



3

1684 x 690 1:1

Ashampoo®
connect

Ashampoo is breaking new ground. Join us!

We're creating a new way to experience, manage and actively influence the design of software.

→ Become a Connect pioneer today!

WATERMARK

Text

File name

Use as default

Position

Alignment

Font

Font size: 36

Font style: B I U

Color

OUTLINE

Enable outline:

Width: 4

Color

Enable gradient:

Gradient color

Shadow:

ACTIONS

4

1684 x 690 1:1

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→ Become a Connect pioneer today!

WATERMARK

Text

File name:

Use as default:

Position

Alignment

Font

Font size: 36

Font style: B I U

Color

OUTLINE

Enable outline:

Width: 4

Color

Enable gradient:

Gradient color

Shadow:

ACTIONS

5

1684 x 690 1:1

Ashampoo® connect

Ashampoo is breaking new ground. Join us!

We're creating a new way to experience, manage and actively influence the design of software.

→ Become a Connect pioneer today!

Ashampoo_Snap_Wednesday, February 21, 2024, 12h58m32s

WATERMARK

Text

File name

Use as default

Position

Alignment

Font

Font size: 36

Font style: B I U

Color

OUTLINE

Enable outline:

Width: 4

Color

Enable gradient:

Gradient color

Shadow:

ACTIONS

6

1684 x 690 1:1

Ashampoo® connect

Ashampoo is breaking new ground. Join us!

We're creating a new way to experience, manage and actively influence the design of software.

→ Become a Connect pioneer today!

WATERMARK

Text

File name

Use as default:

Position

Alignment

Font

Font size: 36

Font style: B I U

Color

OUTLINE

Enable outline:

Width: 4

Color

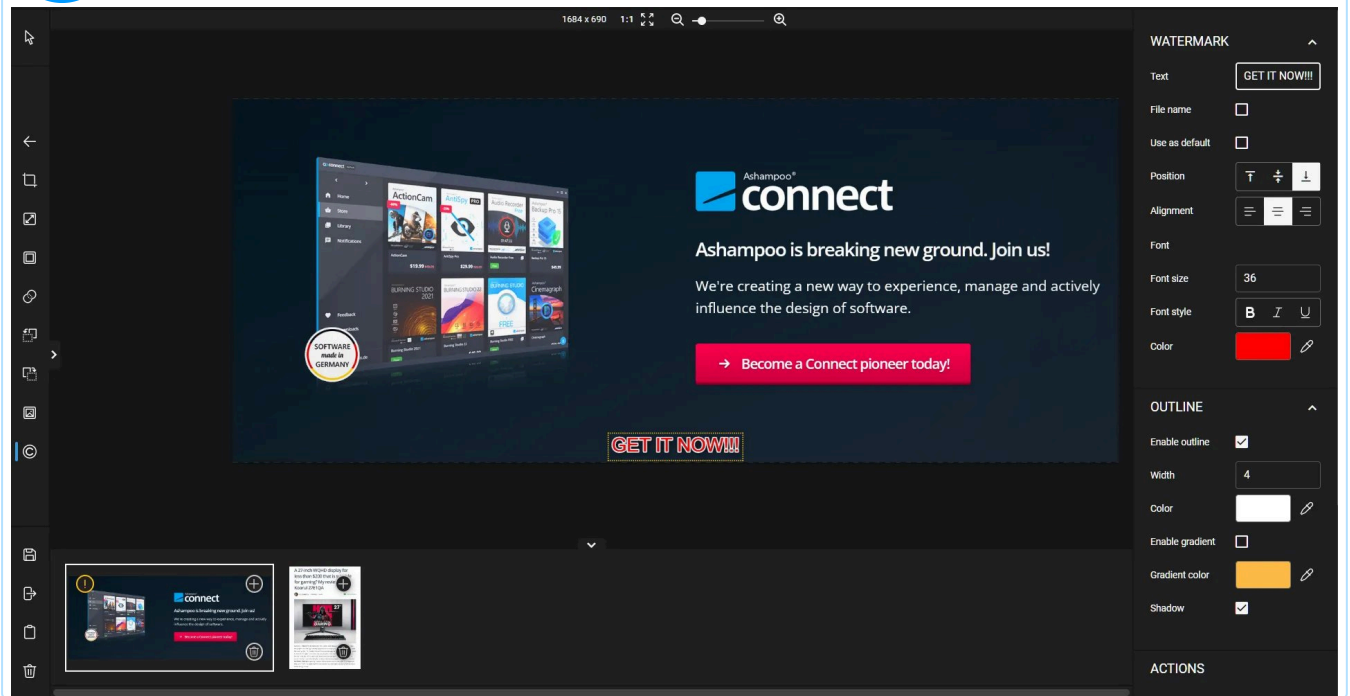
Enable gradient:

Gradient color

Shadow:

ACTIONS

7



Enable "Use as default" in the right properties pane to add a watermark to all future shots automatically. This is especially useful in tandem with the "File name" option, that always includes the name of the image file.

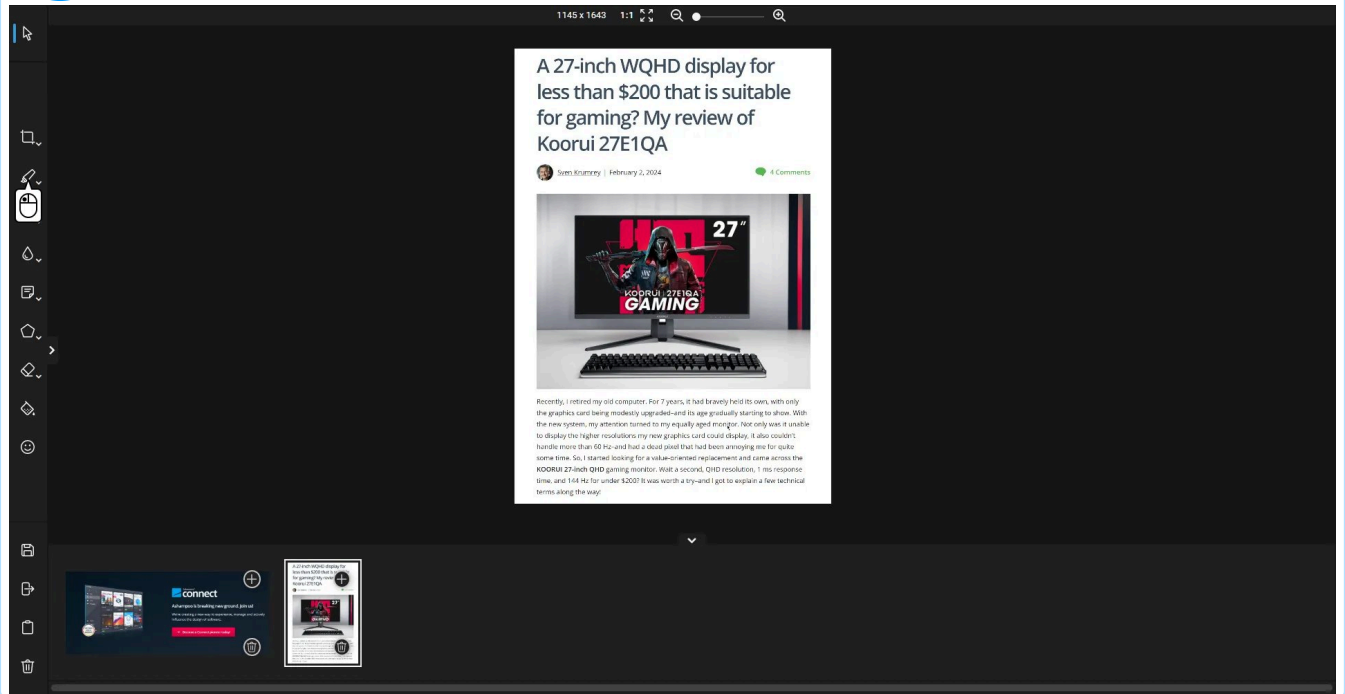
2.4 Pencils and markers

2.4.1 Highlighter / Pencil

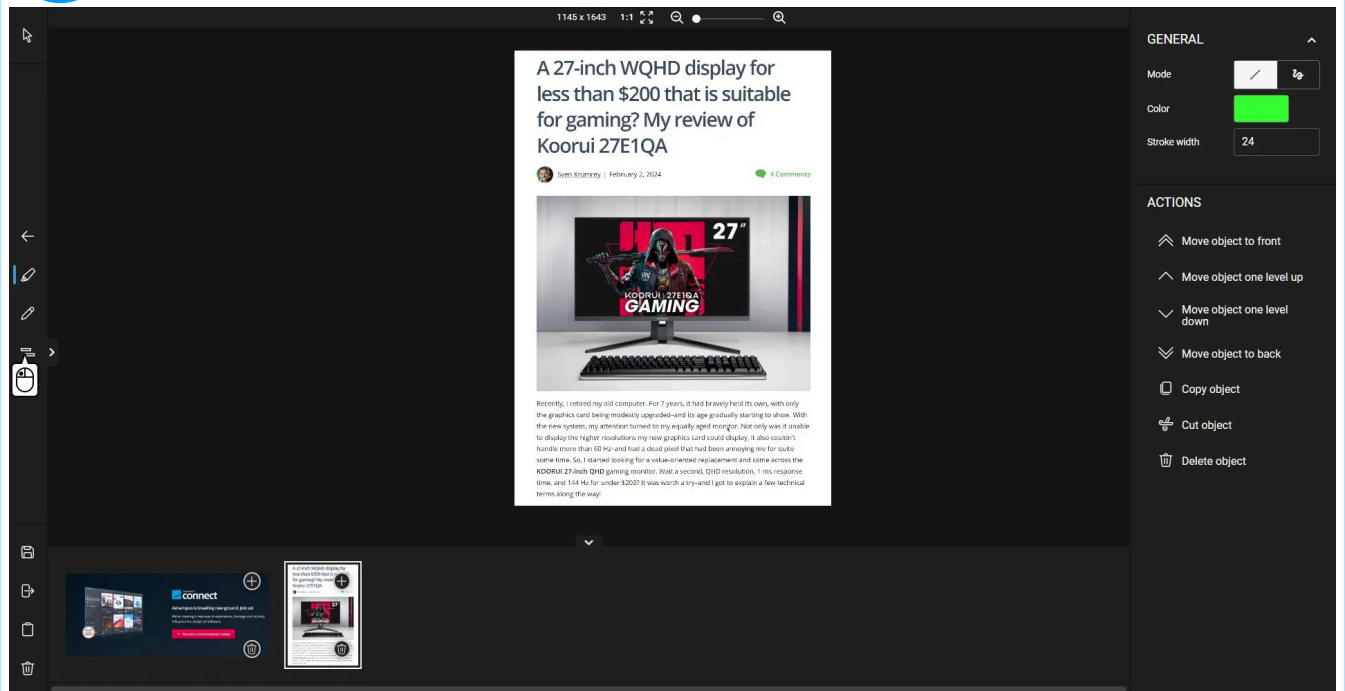
Simply drag to highlight or draw over an area in your image.

2.4.2 Highlight area

1



2




3

The screenshot shows a presentation slide with a dark background. The slide content includes a title, a sub-header, a date, a comment count, an image of a monitor, and a paragraph of text. A blue highlight tool is applied to the text "less than \$200". The right-hand sidebar is open to the "GENERAL" tab, showing a color selection menu with a green color chosen. The bottom of the slide shows a "connect" button and a thumbnail of the slide.

1145 x 1643 1:1


A 27-inch WQHD display for less than \$200 that is suitable for gaming? My review of Koorui 27E1QA

Sven Krutzky | February 2, 2024 4 Comments



Recently, I retired my old computer. For 7 years, it had bravely held its own, with only the graphics card being modestly upgraded—and its age gradually starting to show. With the new system, my attention turned to my equally aged monitor. Not only was it unable to display the higher resolutions my new graphics card could display, it also couldn't handle more than 60 Hz—and had a dead pixel that had been annoying me for quite some time. So, I started looking for a value-oriented replacement and came across the KOORUI 27-inch QHD gaming monitor. Wait a second, QHD resolution, 1 ms response time, and 164 Hz for under \$200? It was worth a try—and I got to explain a few technical terms along the way.

connect




4

The screenshot shows the same presentation slide as in image 3. The blue highlight tool is still applied to the text "less than \$200". The right-hand sidebar is now open to the "ACTIONS" tab, showing a list of actions: "Move object to front", "Move object one level up", "Move object one level down", "Move object to back", "Copy object", "Cut object", and "Delete object". The bottom of the slide shows the "connect" button and the thumbnail of the slide.

1145 x 1643 1:1


A 27-inch WQHD display for less than \$200 that is suitable for gaming? My review of Koorui 27E1QA

Sven Krutzky | February 2, 2024 4 Comments

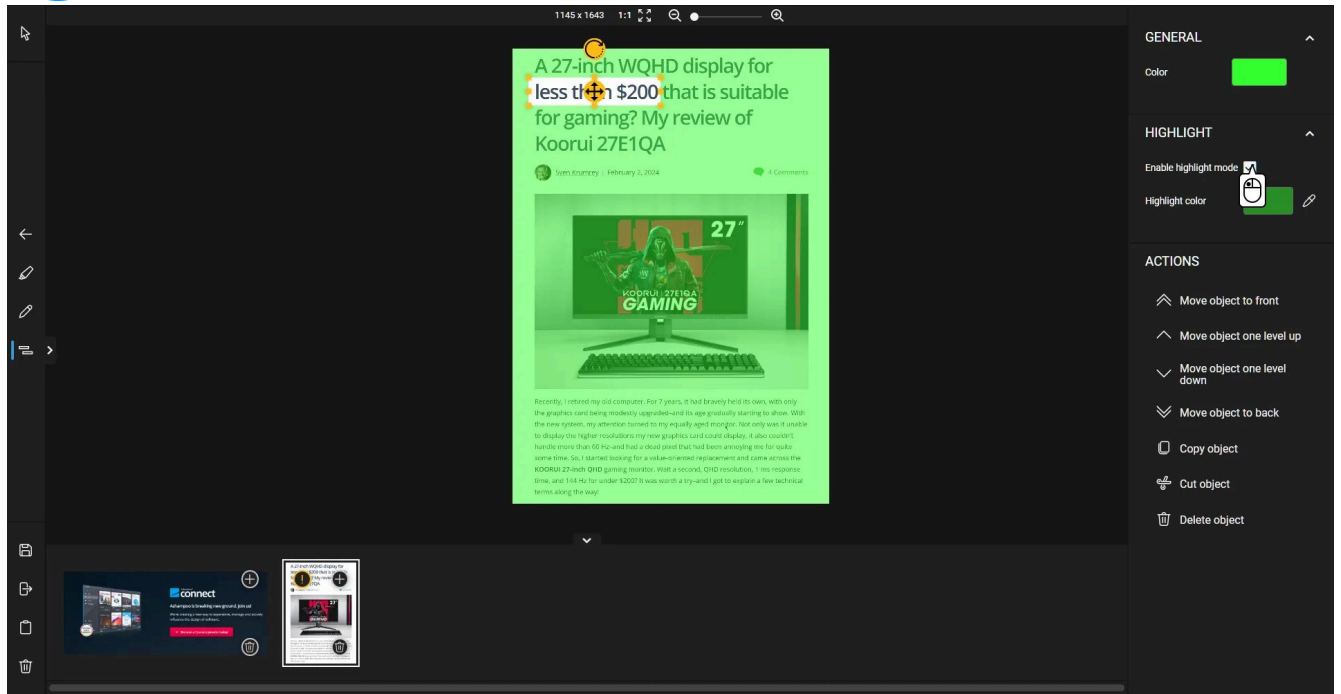


Recently, I retired my old computer. For 7 years, it had bravely held its own, with only the graphics card being modestly upgraded—and its age gradually starting to show. With the new system, my attention turned to my equally aged monitor. Not only was it unable to display the higher resolutions my new graphics card could display, it also couldn't handle more than 60 Hz—and had a dead pixel that had been annoying me for quite some time. So, I started looking for a value-oriented replacement and came across the KOORUI 27-inch QHD gaming monitor. Wait a second, QHD resolution, 1 ms response time, and 164 Hz for under \$200? It was worth a try—and I got to explain a few technical terms along the way.

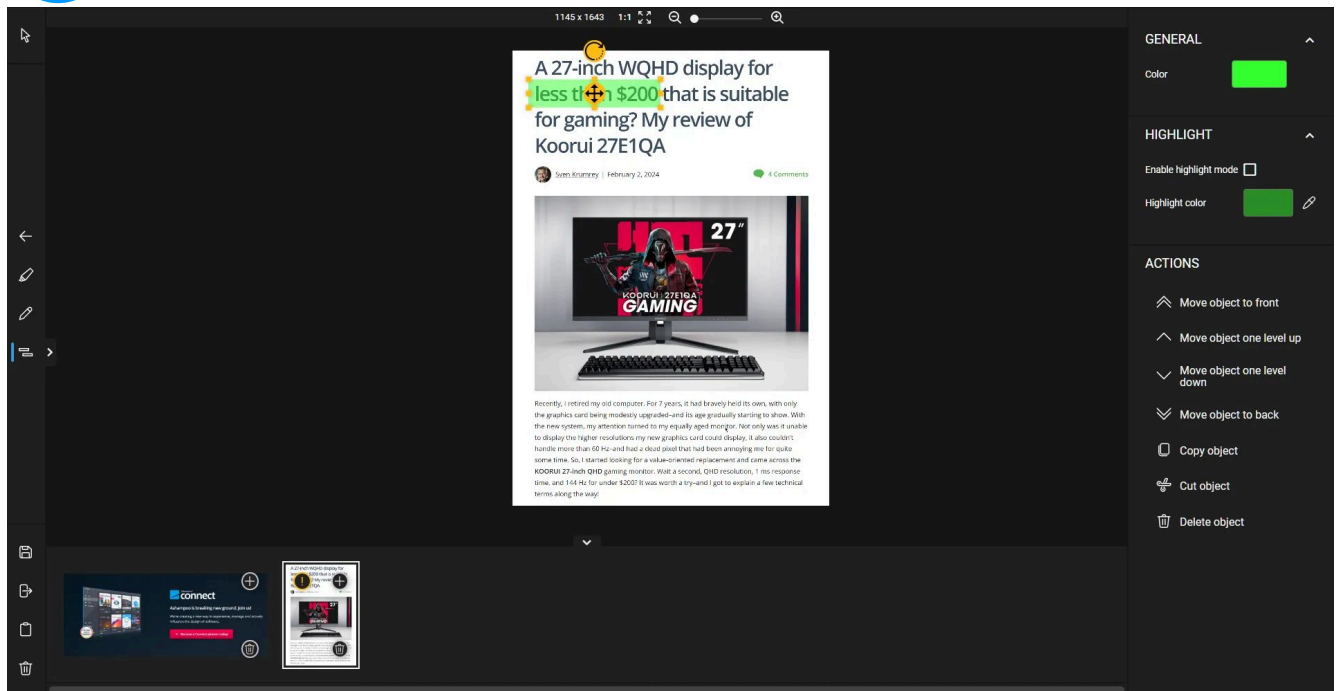
connect



5



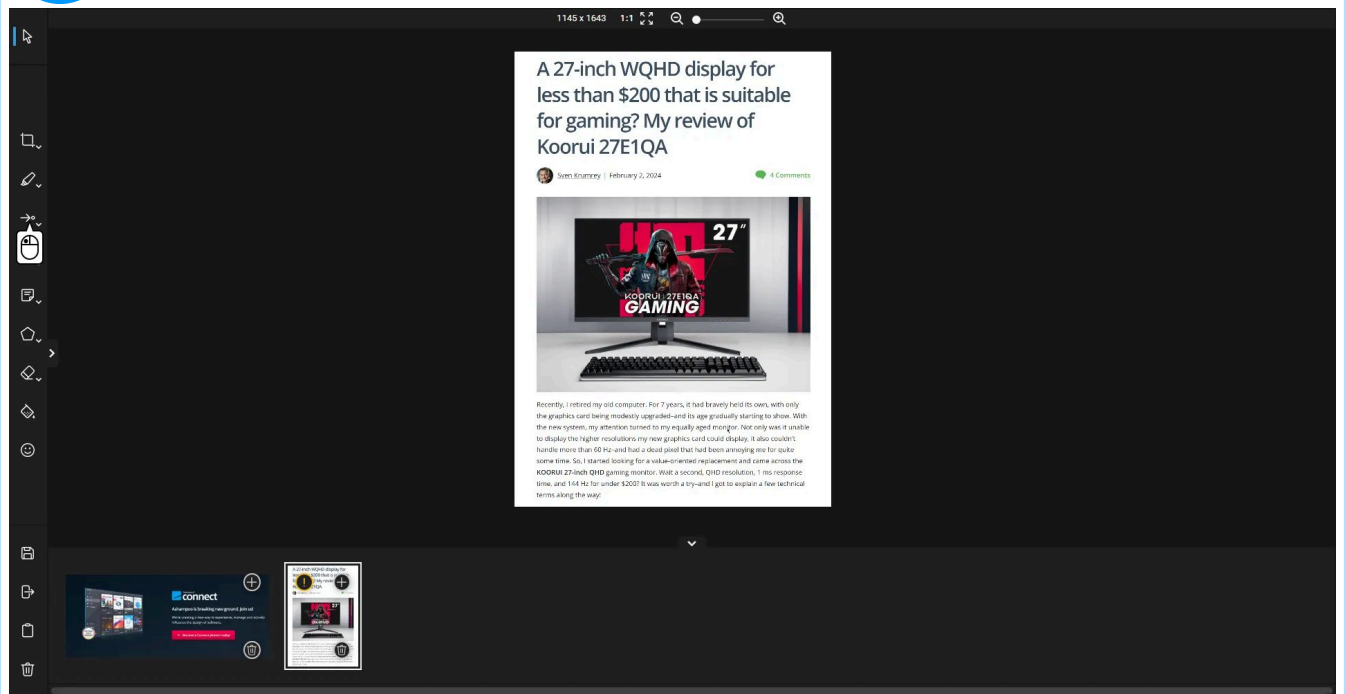
6



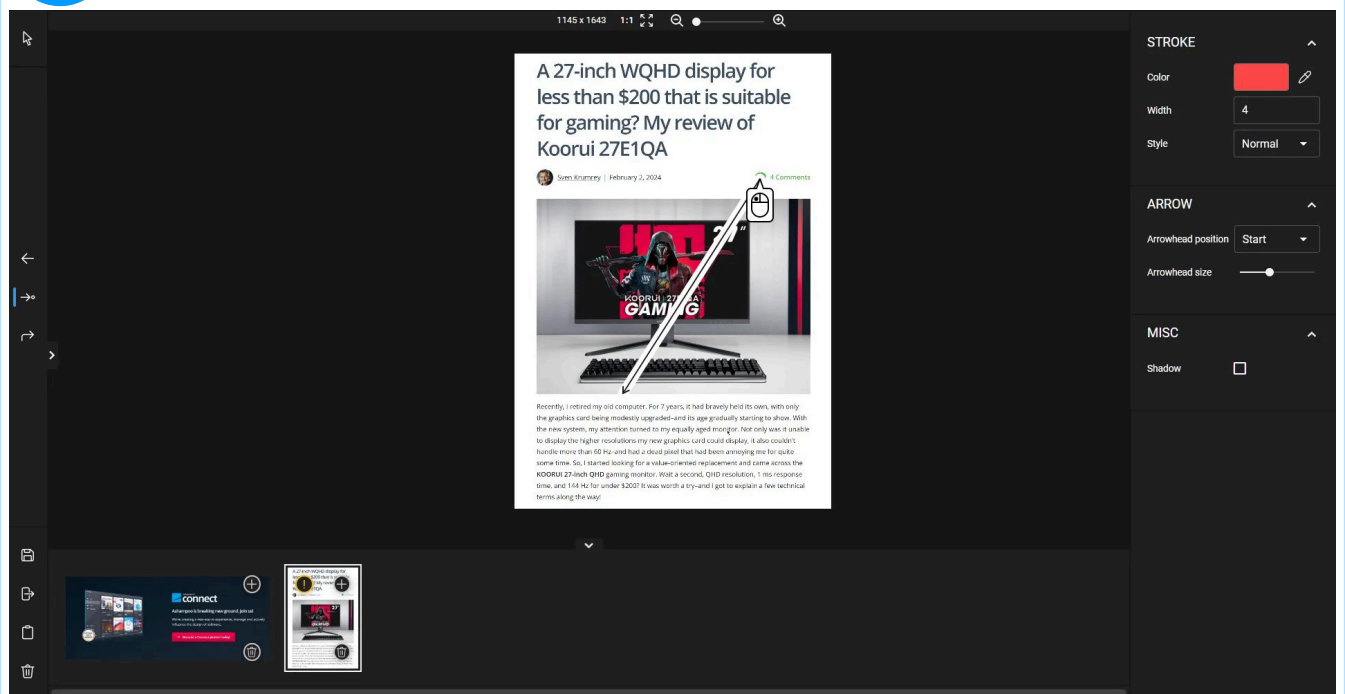
2.5 Arrows

2.5.1 Straight arrow

1



2



3

The screenshot shows a design tool interface with a central text review. The review title is "A 27-inch WQHD display for less than \$200 that is suitable for gaming? My review of Koorui 27E1QA" by user "Sven Kratzy" on February 2, 2024. Below the title is an image of a Koorui 27E1QA gaming monitor displaying a character. A red arrow points from the text "Koorui 27E1QA" to the monitor image. The right sidebar contains settings for the selected arrow: STROKE (Color: red, Width: 4, Style: Normal), ARROW (Arrowhead position: Start, Arrowhead size: slider), and ACTIONS (Move object to front, Move object one level up, Move object one level down, Move object to back, Copy object, Cut object, Delete object).

4

This screenshot is identical to the one in step 3, but the arrowhead size has been increased. In the right sidebar, the "Arrowhead size" slider is now positioned further to the right, and the arrowhead icon next to the "Start" dropdown is significantly larger.

5

1145 x 1643 1:1

A 27-inch WQHD display for less than \$200 that is suitable for gaming? My review of Koorui 27E1QA

Sven Krutzky | February 3, 2024 4 Comments

Recently, I retired my old computer. For 7 years, it had bravely held its own, with only the graphics card being modestly upgraded—and its age gradually starting to show. With the new system, my attention turned to my equally aged monitor. Not only was it unable to display the higher resolutions my new graphics card could display, it also couldn't handle more than 60 Hz—and had a dead pixel that had been annoying me for quite some time. So, I started looking for a value-oriented replacement and came across the Koorui 27-inch QHD gaming monitor. With a second, QHD resolution, 1 ms response time, and 164 Hz for under \$200? It was worth a try—and I got to explain a few technical terms along the way.

STROKE

- Color: █
- Width: 4
- Style: Normal

ARROW

- Arrowhead position: Start
- Arrowhead size:

MISC

- Shadow:

ACTIONS

- Move object to front
- Move object one level up
- Move object one level down
- Move object to back
- Copy object
- Cut object
- Delete object

6

1145 x 1643 1:1

A 27-inch WQHD display for less than \$200 that is suitable for gaming? My review of Koorui 27E1QA

Sven Krutzky | February 3, 2024 4 Comments

Recently, I retired my old computer. For 7 years, it had bravely held its own, with only the graphics card being modestly upgraded—and its age gradually starting to show. With the new system, my attention turned to my equally aged monitor. Not only was it unable to display the higher resolutions my new graphics card could display, it also couldn't handle more than 60 Hz—and had a dead pixel that had been annoying me for quite some time. So, I started looking for a value-oriented replacement and came across the Koorui 27-inch QHD gaming monitor. With a second, QHD resolution, 1 ms response time, and 164 Hz for under \$200? It was worth a try—and I got to explain a few technical terms along the way.

STROKE

- Color: █
- Width: 4
- Style: Normal

ARROW

- Arrowhead position: Both
- Arrowhead size:

MISC

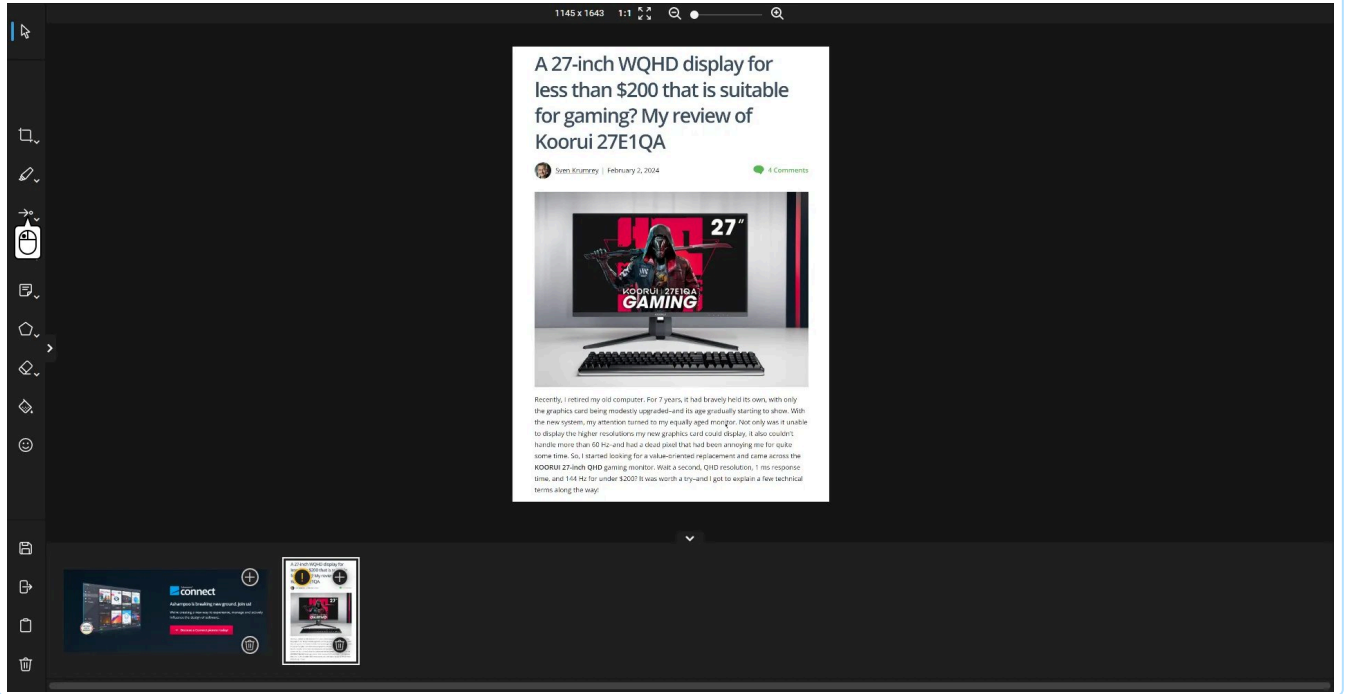
- Shadow:

ACTIONS

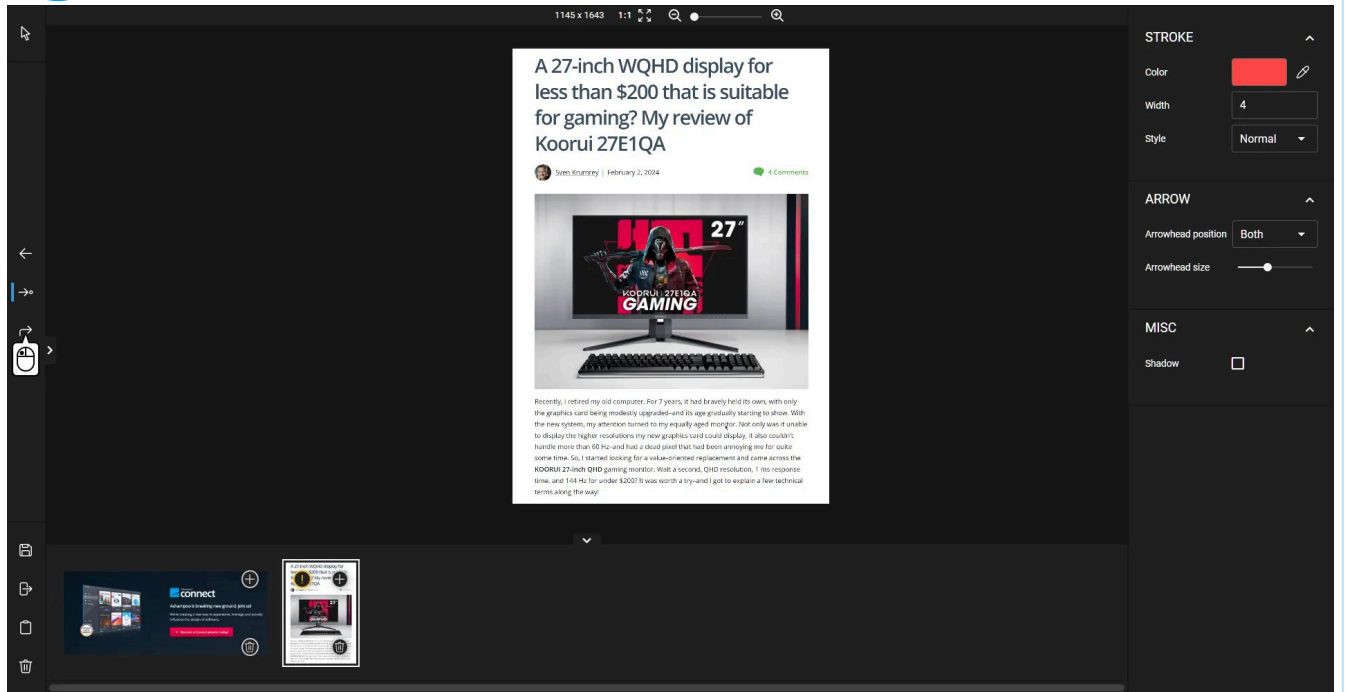
- Move object to front
- Move object one level up
- Move object one level down
- Move object to back
- Copy object
- Cut object
- Delete object

2.5.2 Curved arrow

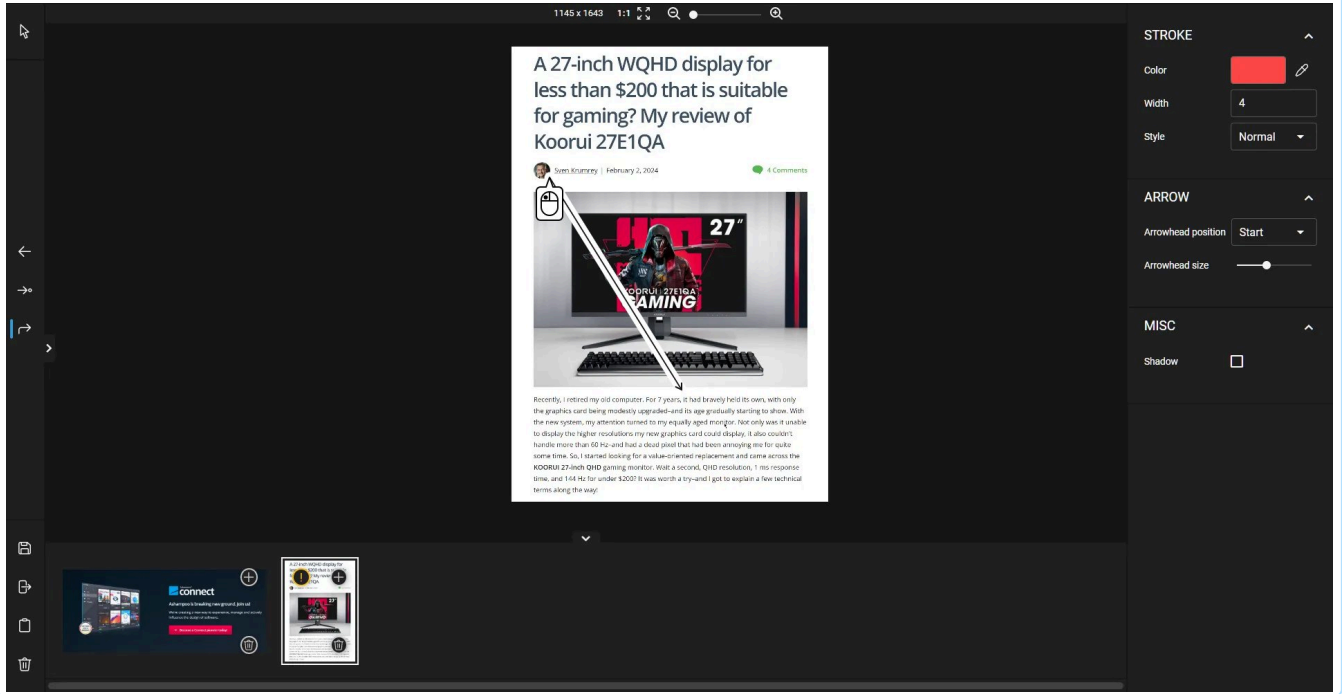
1



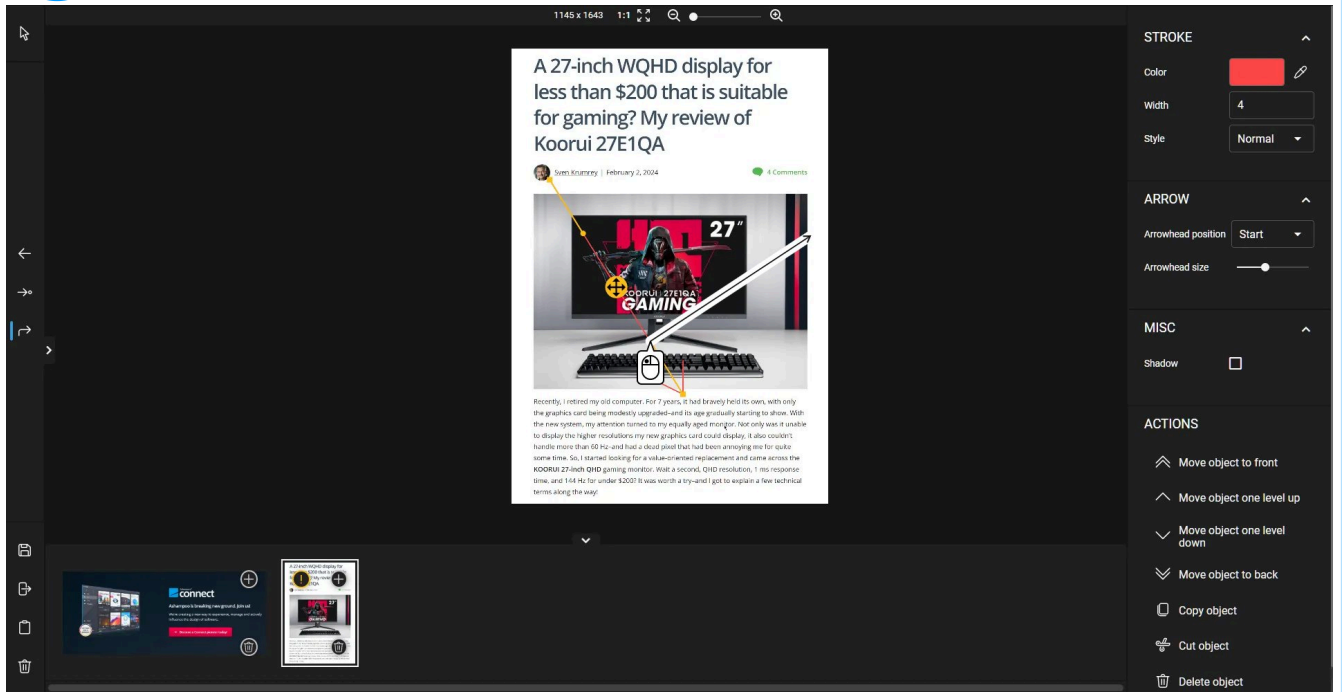
2



3



4



5

1145 x 1643 1:1

A 27-inch WQHD display for less than \$200 that is suitable for gaming? My review of Koorui 27E1Q

Steve Kintanry | February 2, 2024 | 4 Comments

Recently, I retired my old computer. For 7 years, it had bravely held its own, with only the graphics card being modestly upgraded—and its age gradually starting to show. With the new system, my attention turned to my equally aged monitor. Not only was it unable to display the higher resolutions my new graphics card could display, it also couldn't handle more than 60 Hz—and had a dead pixel that had been annoying me for quite some time. So, I started looking for a value-oriented replacement and came across the KOORUI 27-inch QHD gaming monitor. With a second, QHD resolution, 1 ms response time, and 164 Hz for under \$200? It was worth a try—and I got to explain a few technical terms along the way.

connect

1

6

1145 x 1643 1:1

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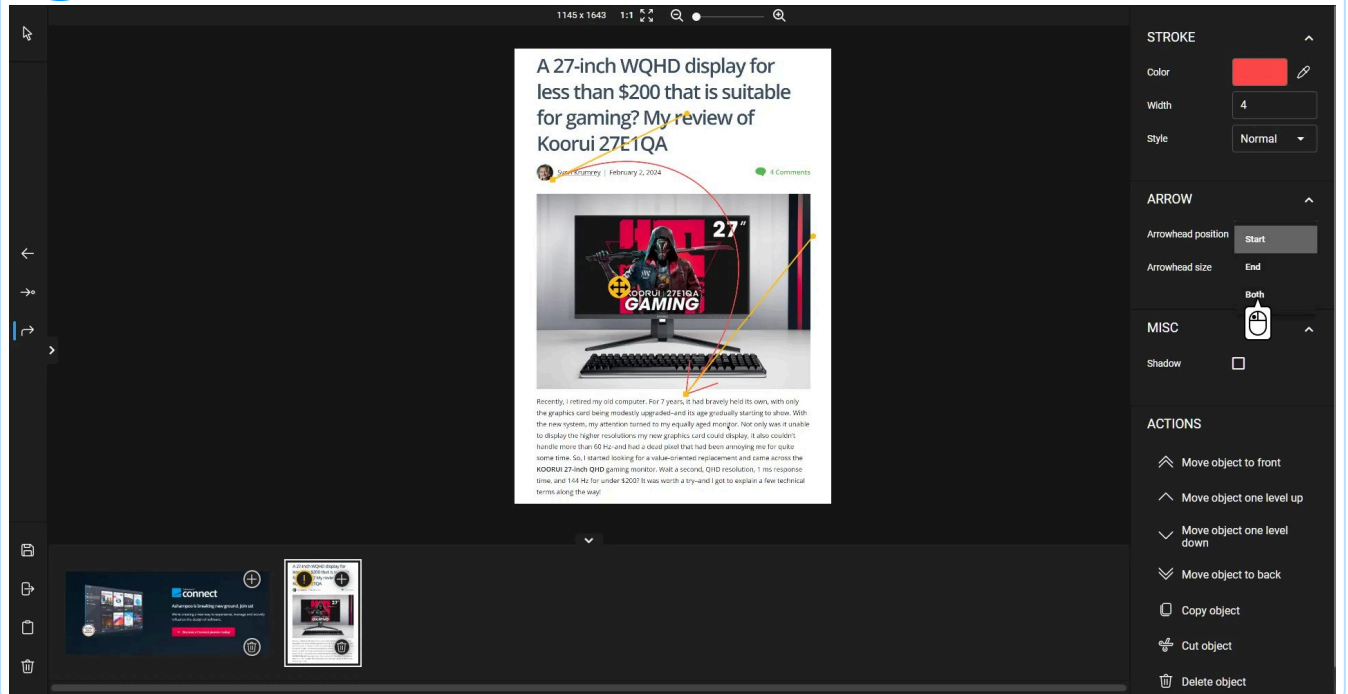
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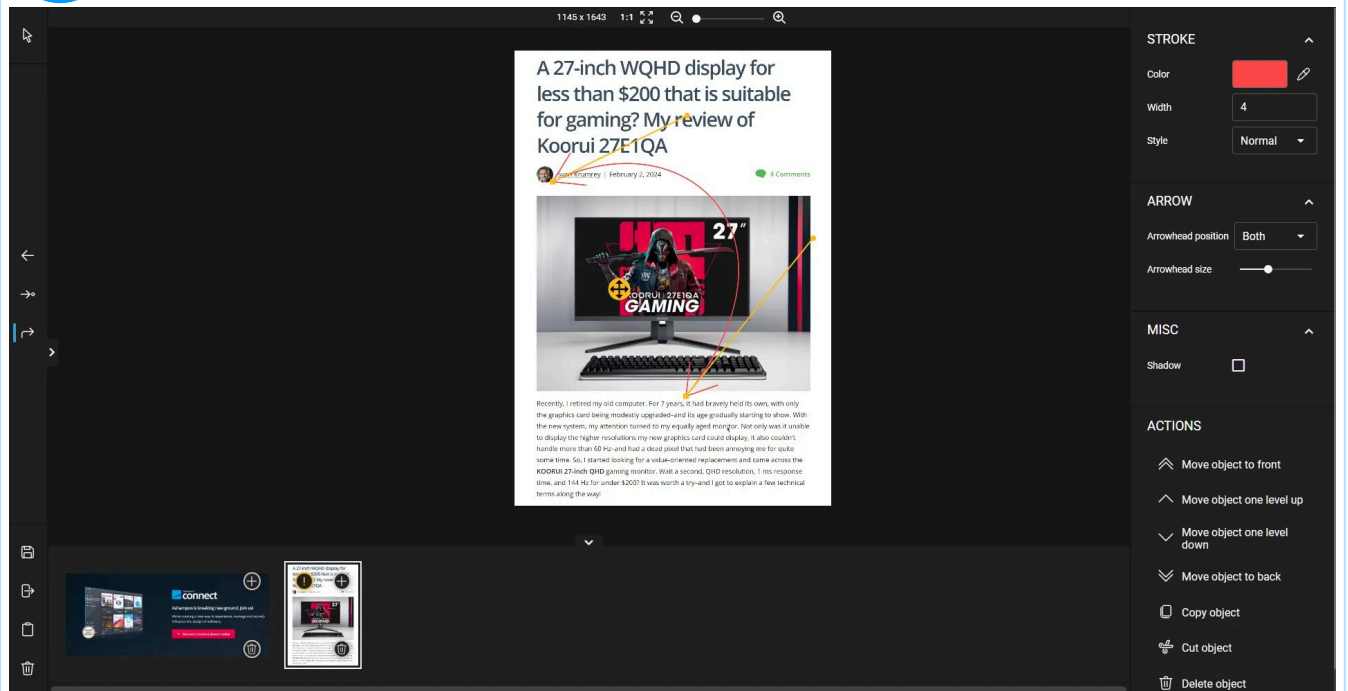
connect

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2.6 Blur/Pixelate

2.6.1 Blur pencil

Use this tool to obfuscate sensitive areas in your image. This will only affect the image and not added objects.

2.6.2 Blur area

Drag to create a selection that will automatically blur/pixelate the underlying area. This will only affect the image and not added objects.

2.7 Documentation

2.7.1 Text

Left-click the workspace to add a text object. Once added, start typing to modify its text content. To edit an existing text object, select it and left-click its content.

2.7.2 Note

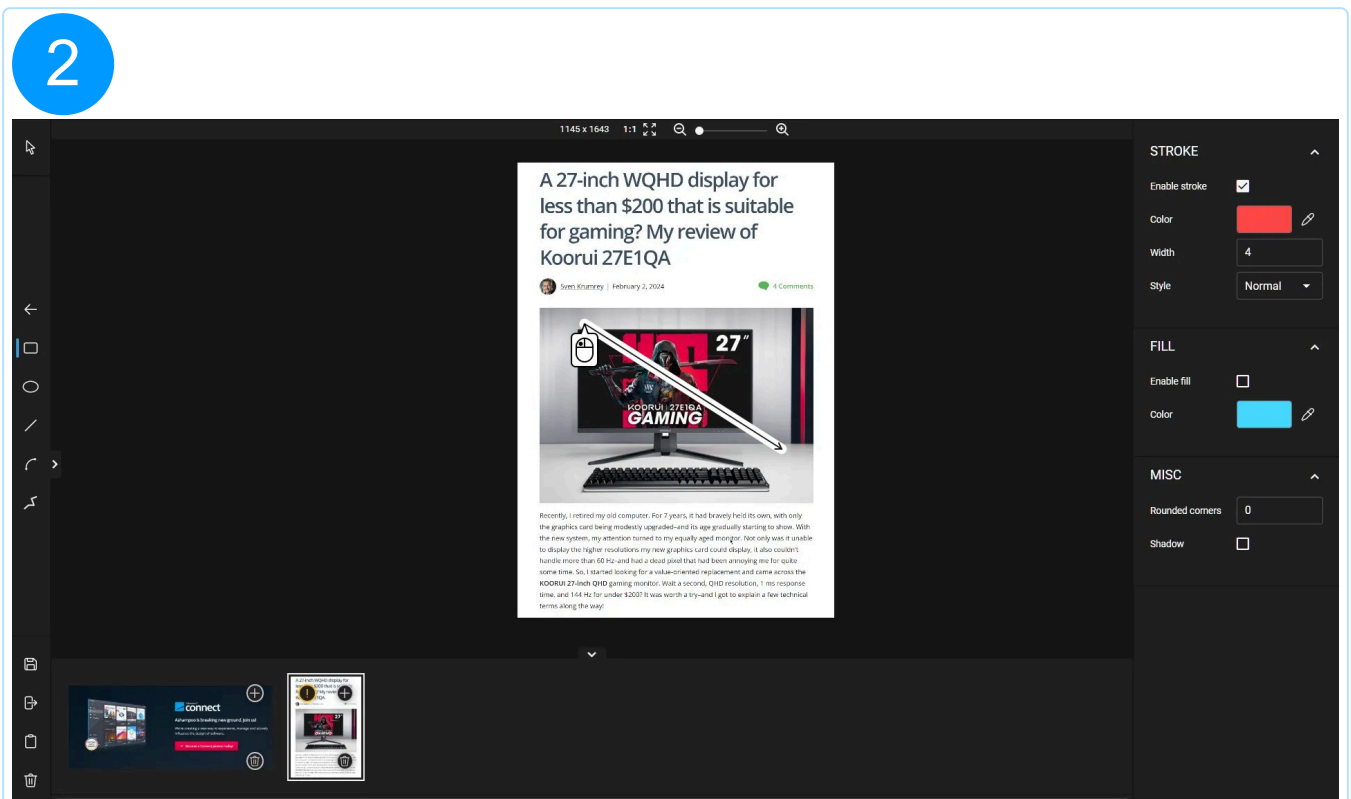
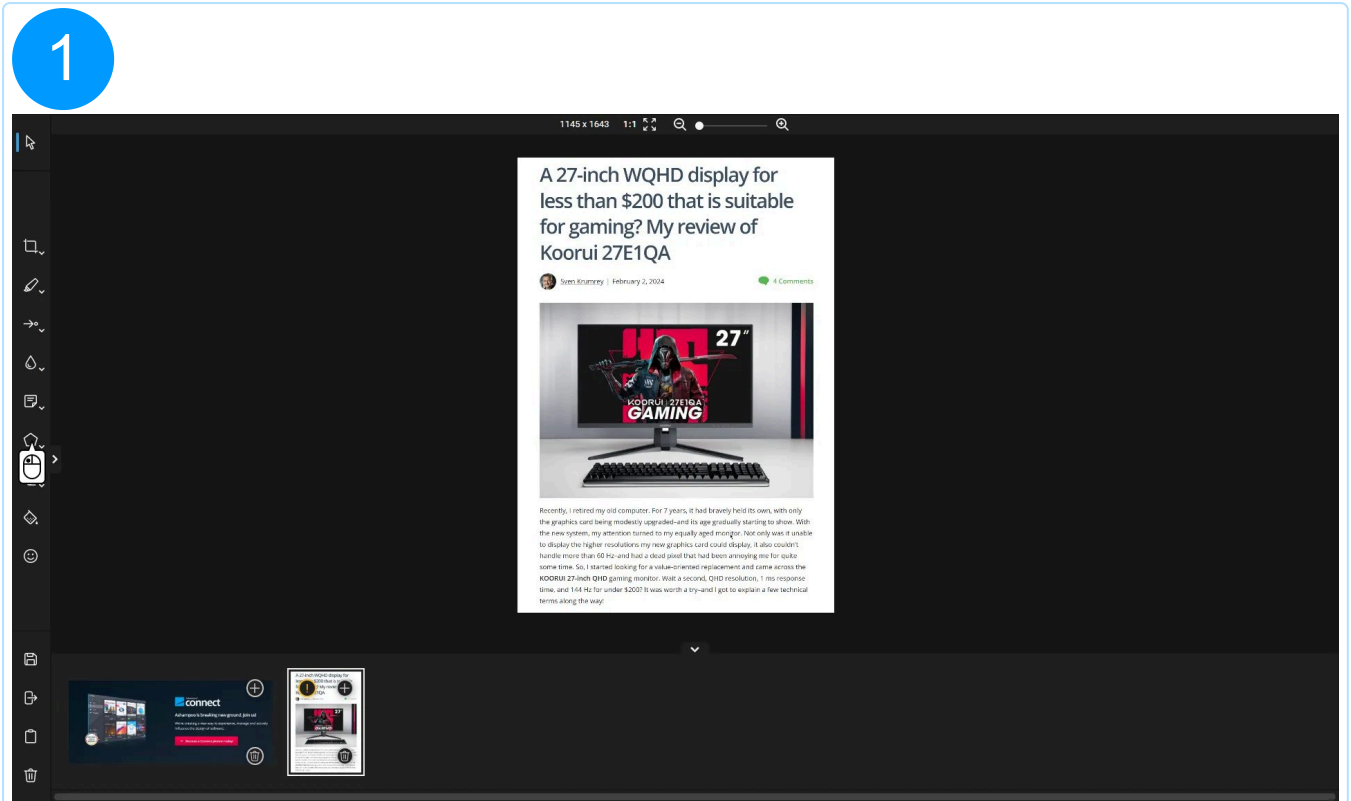
Note objects are created and edited the same way as text objects but additionally display a background clipart, e.g. a speech bubble. You can pick the clipart from the properties pane on the right and even modify its transparency. You can also pick a new clipart for an existing note object to modify it.

2.7.3 Numbering

This tool helps you visualize consecutive steps, e.g. when you're creating a tutorial. Each time you left-click the workspace, a new object will be created with its index automatically incremented sequentially. You can either use numeric (1, 2, 3, ...) or alphanumeric (A, B, C, ...) characters. See "Current number" in the properties pane on the right to adjust the initial value. This way, you can also alter the value, and the background clipart, of existing objects. The cliparts listed on the right behave like toggle buttons and allow you to enable/disable the effect completely or for individual objects.

2.8 Shapes

Left-click and drag to create a shape with the desired size. Use the edge markers to readjust its size. Drag the centered arrow icon, if available, to readjust the shape's position. If the icon is not available, drag the shape itself. Drag the arrow icon above the shape, if available, to rotate it.



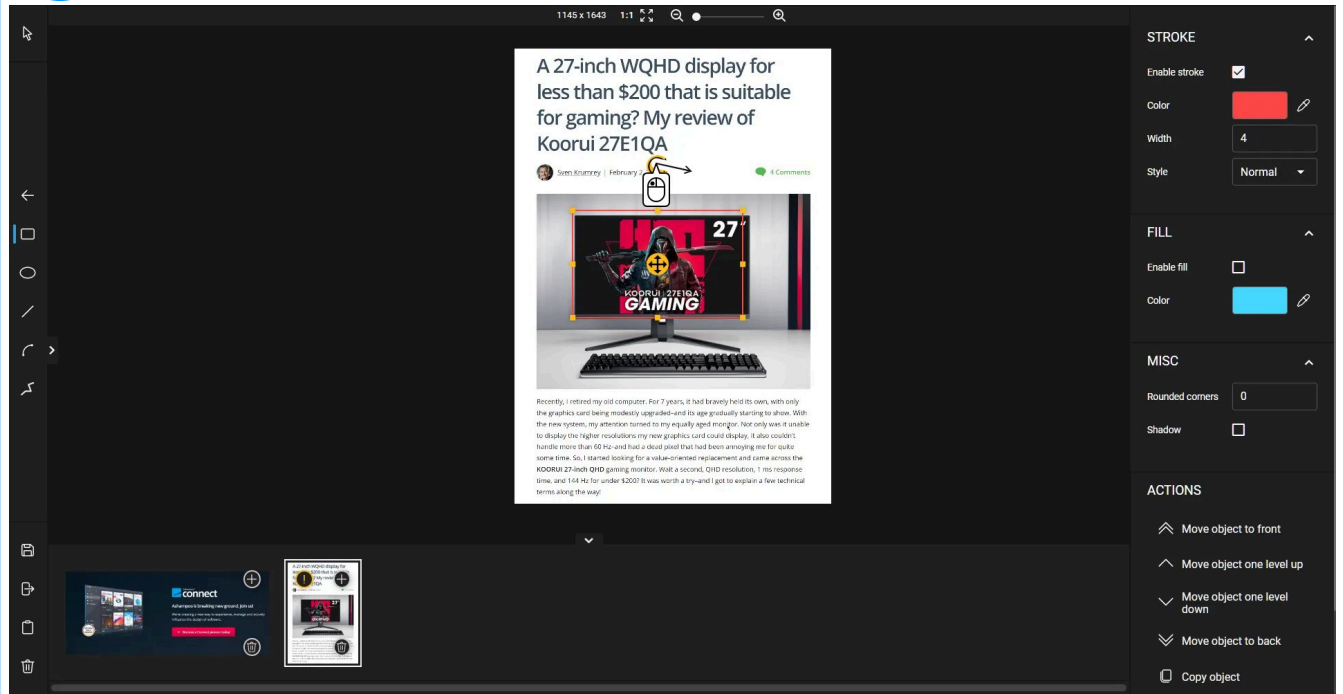
3

The screenshot shows a design tool interface with a dark theme. At the top, there's a toolbar with various icons. The main workspace contains a text article titled "A 27-inch WQHD display for less than \$200 that is suitable for gaming? My review of Koorui 27E1QA" by Yves Kourany, dated February 2, 2024. Below the title is an image of a Koorui 27E1QA gaming monitor. The monitor image has a red stroke and a blue fill. A mouse cursor is hovering over the monitor. To the right of the workspace is a properties panel with sections for STROKE, FILL, MISC, and ACTIONS. The STROKE section has "Enable stroke" checked, "Color" set to red, "Width" set to 4, and "Style" set to Normal. The FILL section has "Enable fill" unchecked, "Color" set to blue. The MISC section has "Rounded corners" set to 0 and "Shadow" unchecked. The ACTIONS section has "Move object to front", "Move object one level up", "Move object one level down", "Move object to back", and "Copy object".

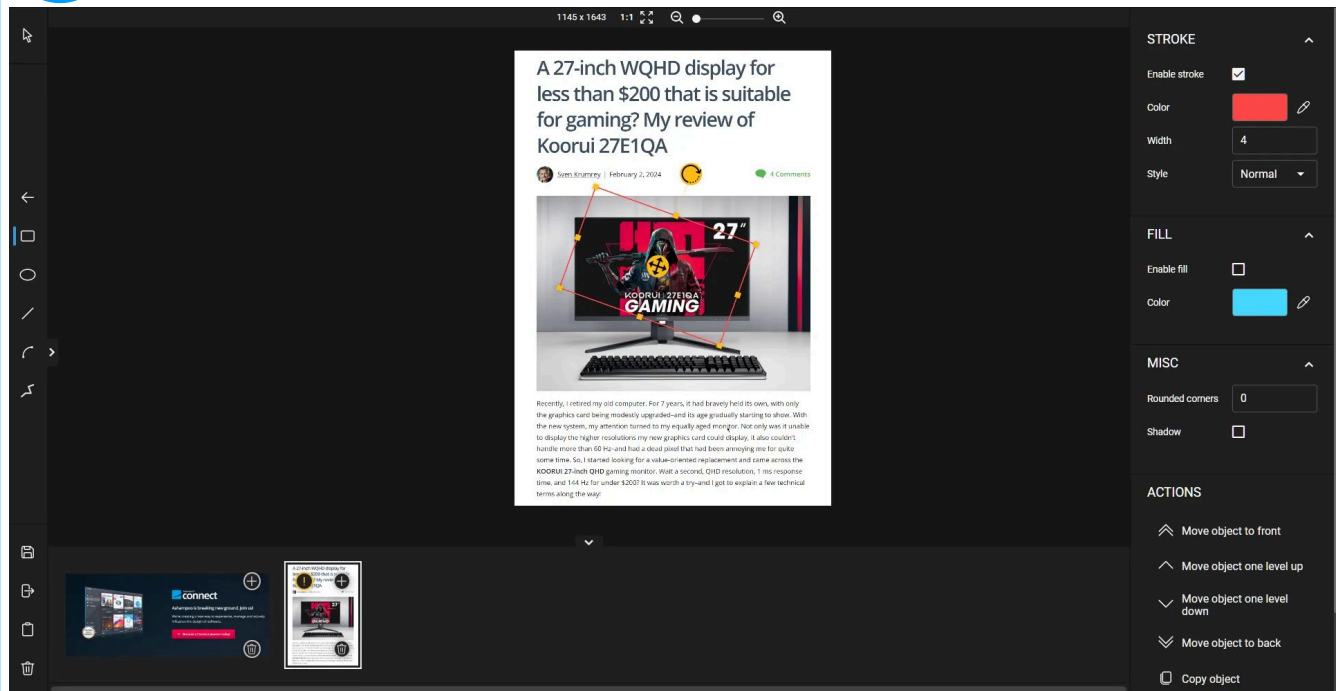
4

This screenshot is identical to the one above, showing the same design tool interface. The main workspace contains the same text article and monitor image. The properties panel on the right is also identical, showing the STROKE, FILL, MISC, and ACTIONS sections with their respective settings. The only difference is that the mouse cursor is now positioned over the monitor image, and the stroke color is red and the fill color is blue.

5

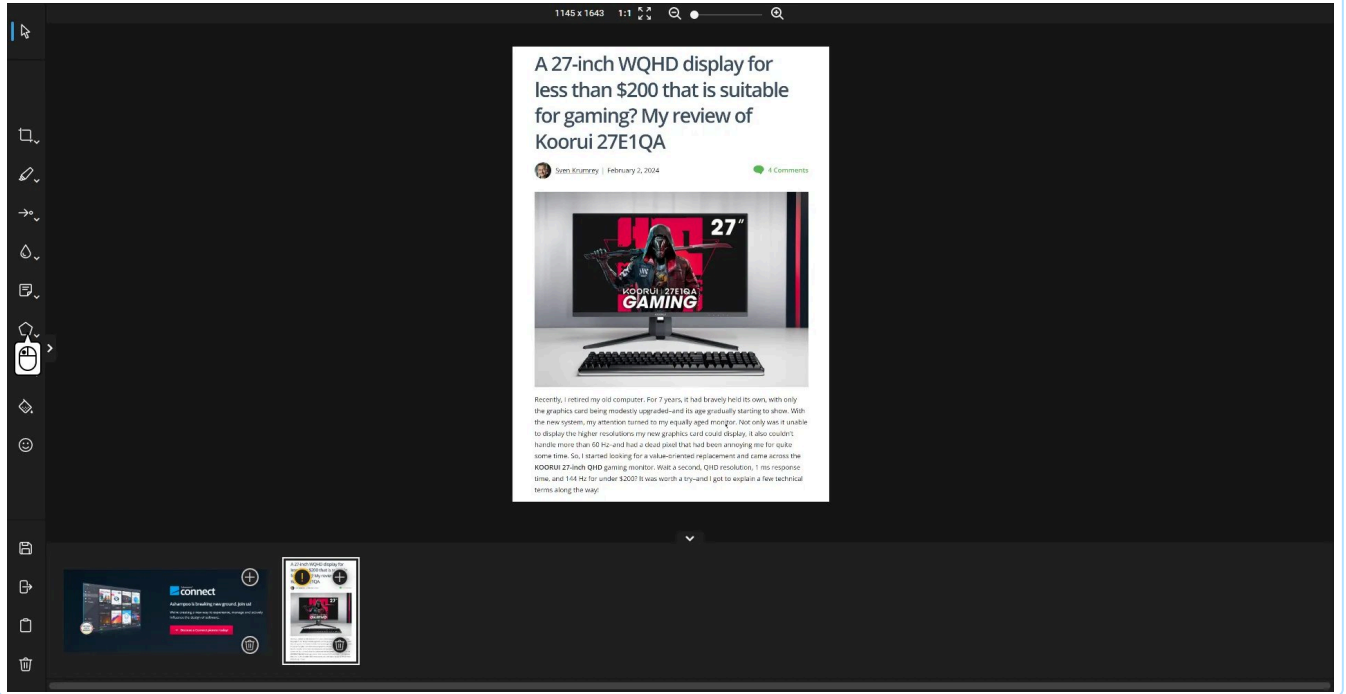


6

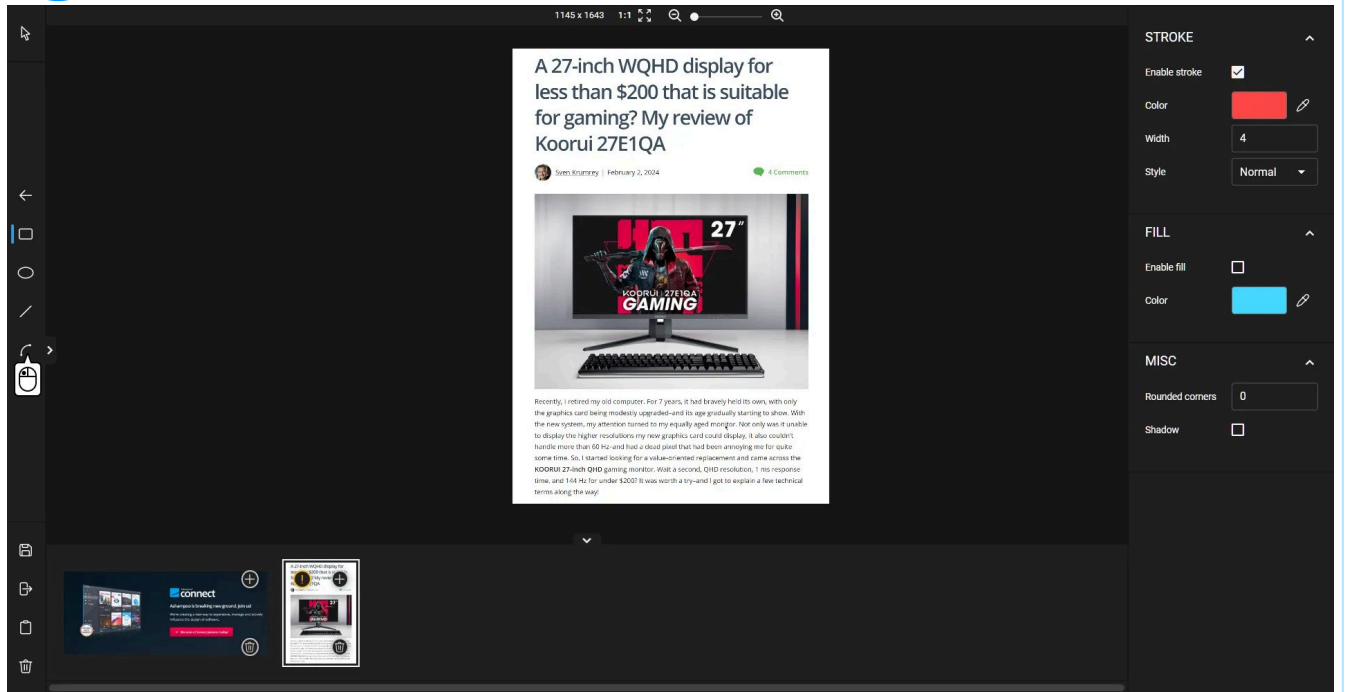


2.8.1 Curved line

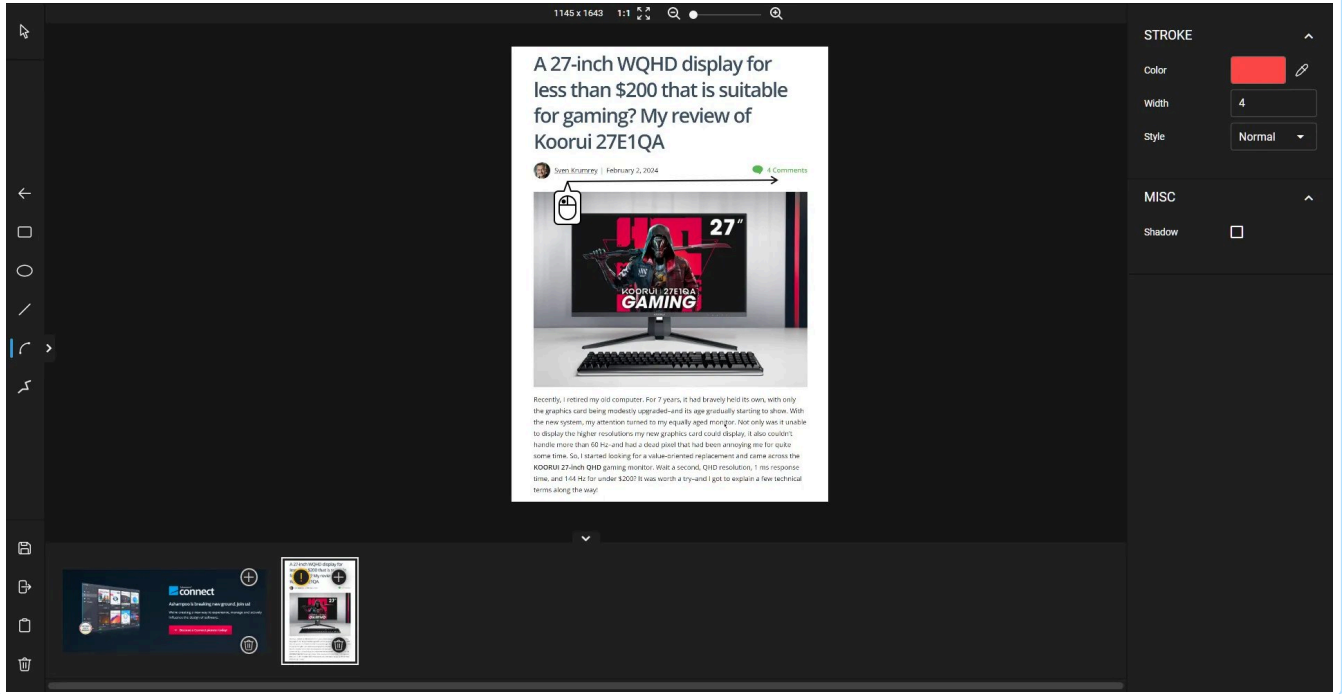
1



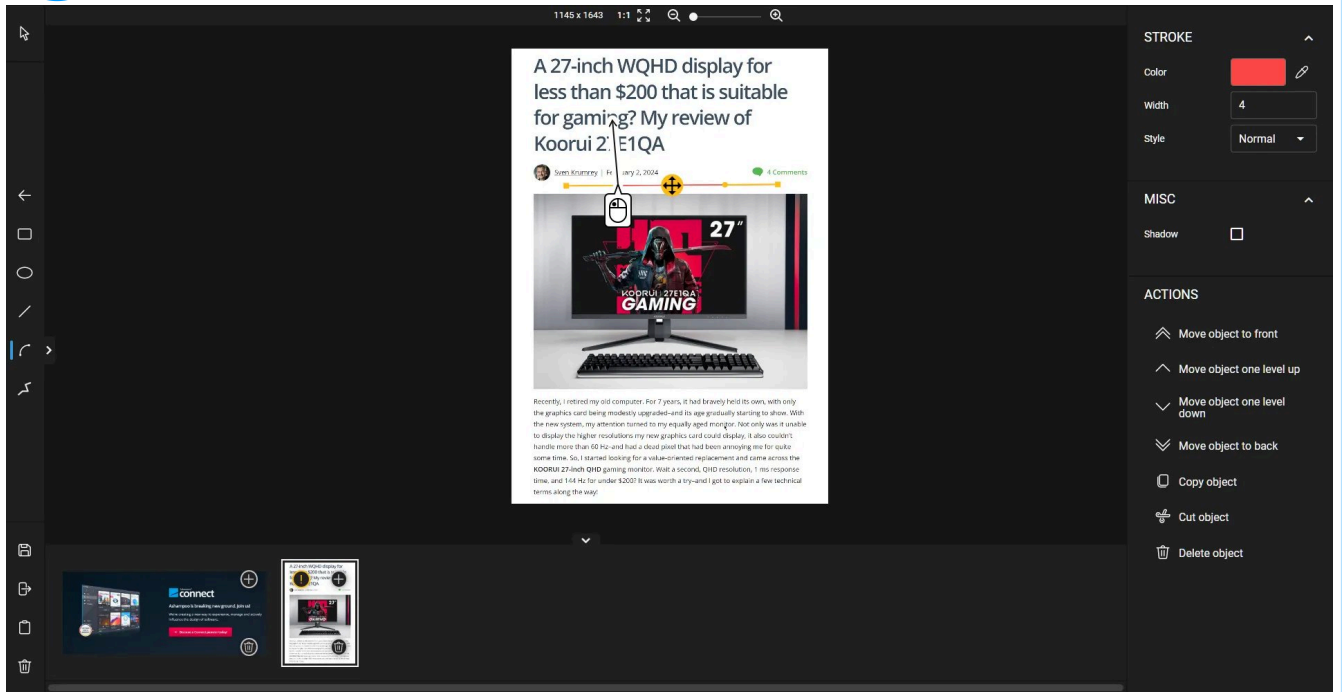
2



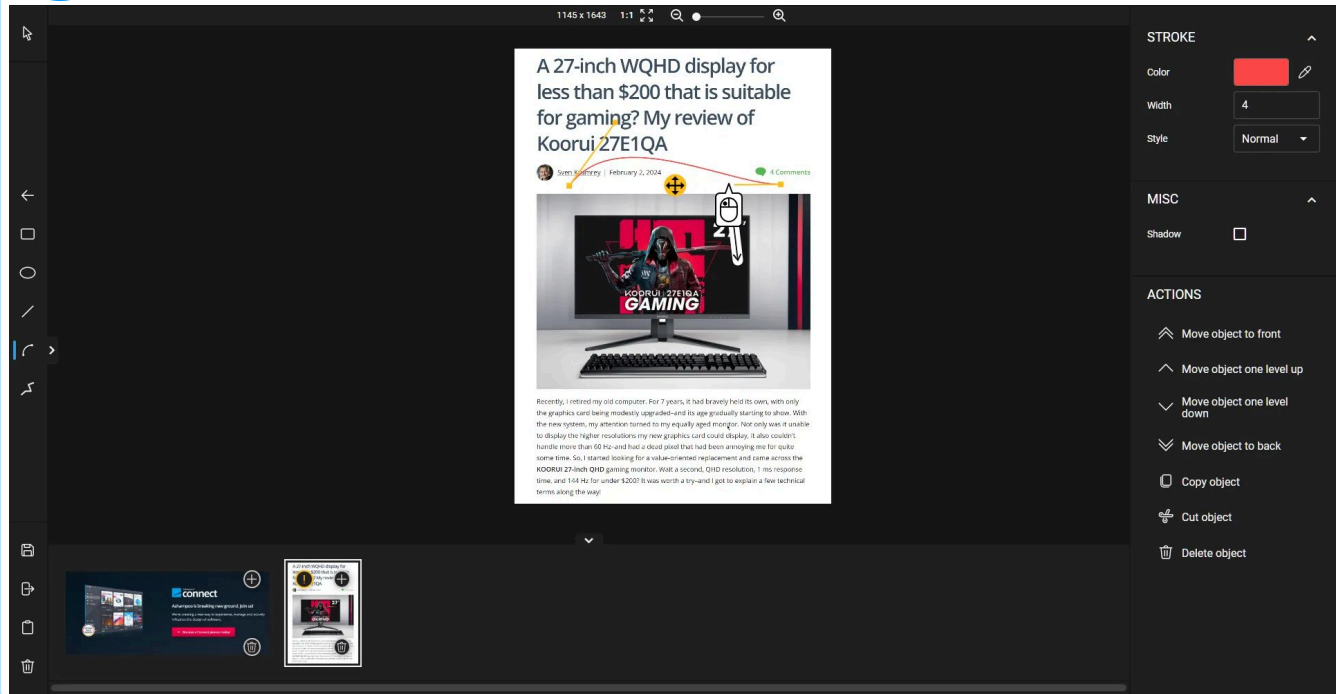
3



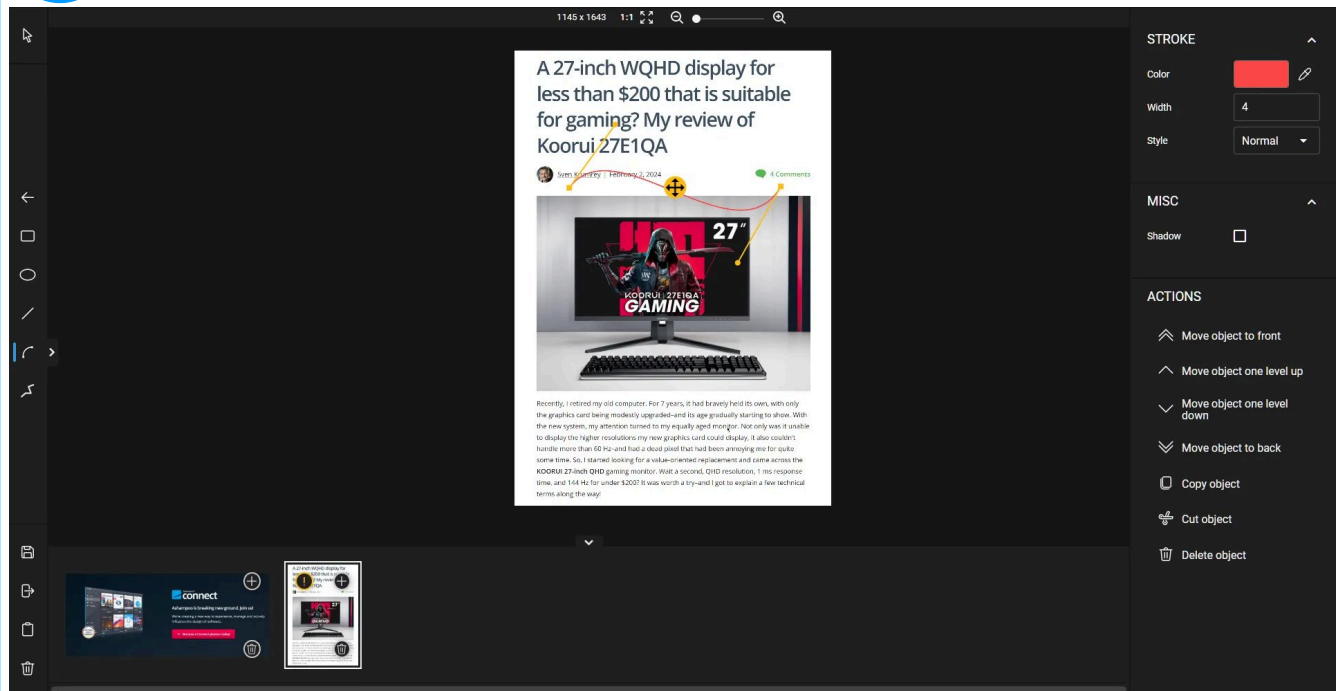
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2.8.2 Multi-point line

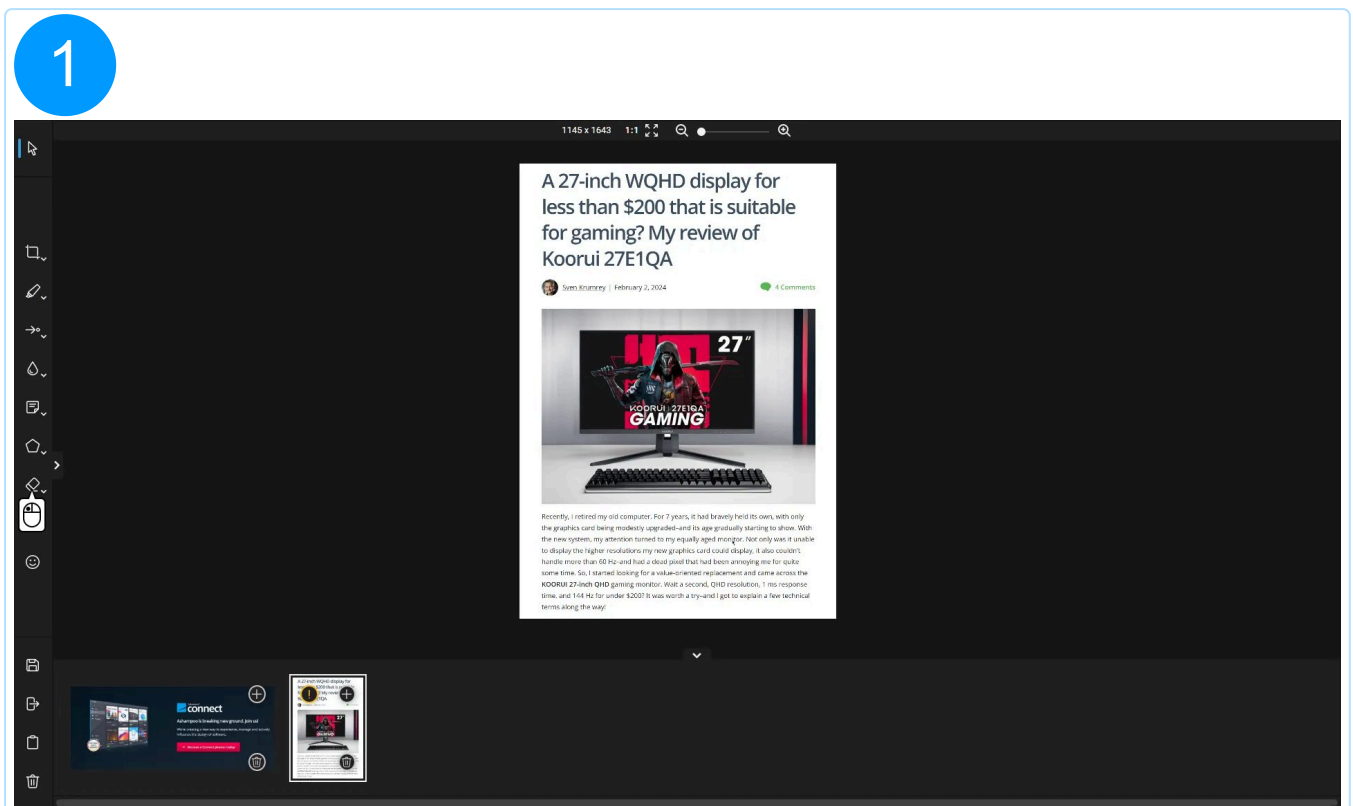
This tool allows you to insert multiple connected lines. Click to create a start point. Afterwards, each click adds a line from the last to the current mouse position. Hit Esc to

finish the drawing process.

2.9 Erase

The eraser replaces pixels in your original image with either transparent or colored pixels. This allows you to quickly remove unwanted elements from your image. This will only affect the image and not added objects.

2.9.1 Erase / Erase area



2

1145 x 1643 1:1

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GENERAL

Stroke width: 24

Erase with color:

Color:

3

1145 x 1643 1:1

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Erase with color

Color

5

1145 x 1643 1:1

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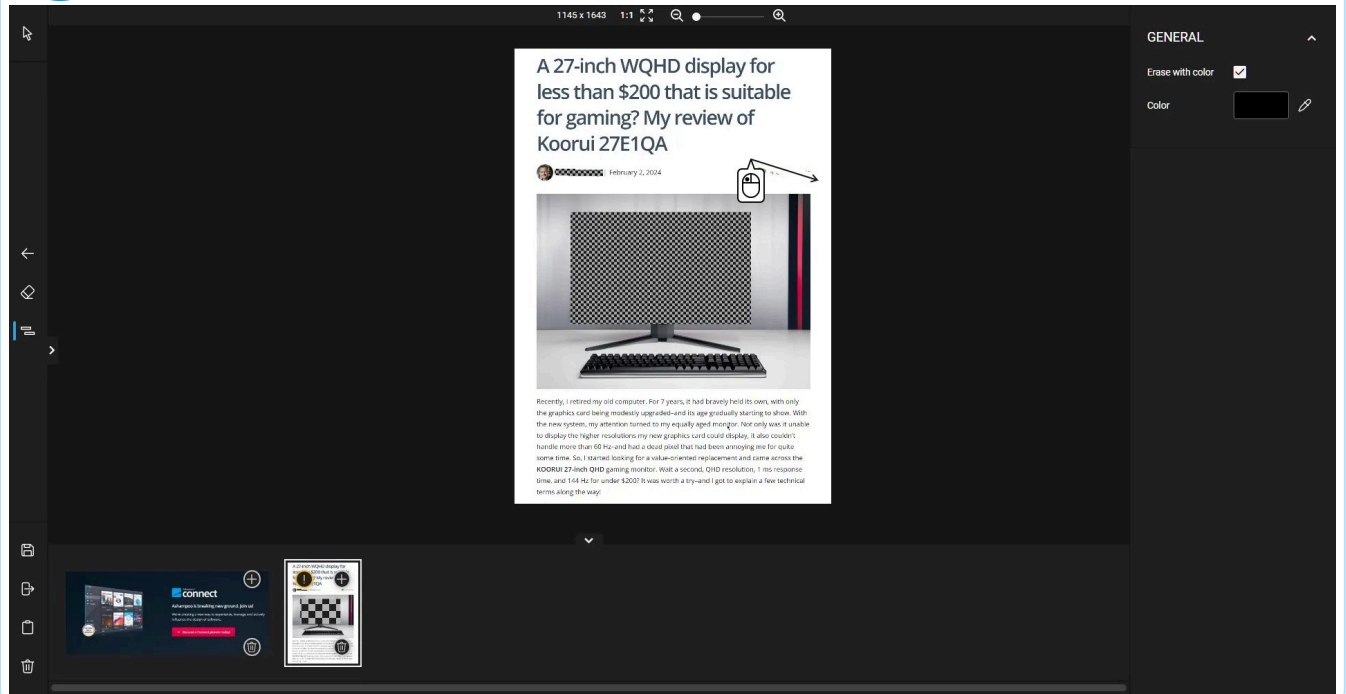
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GENERAL

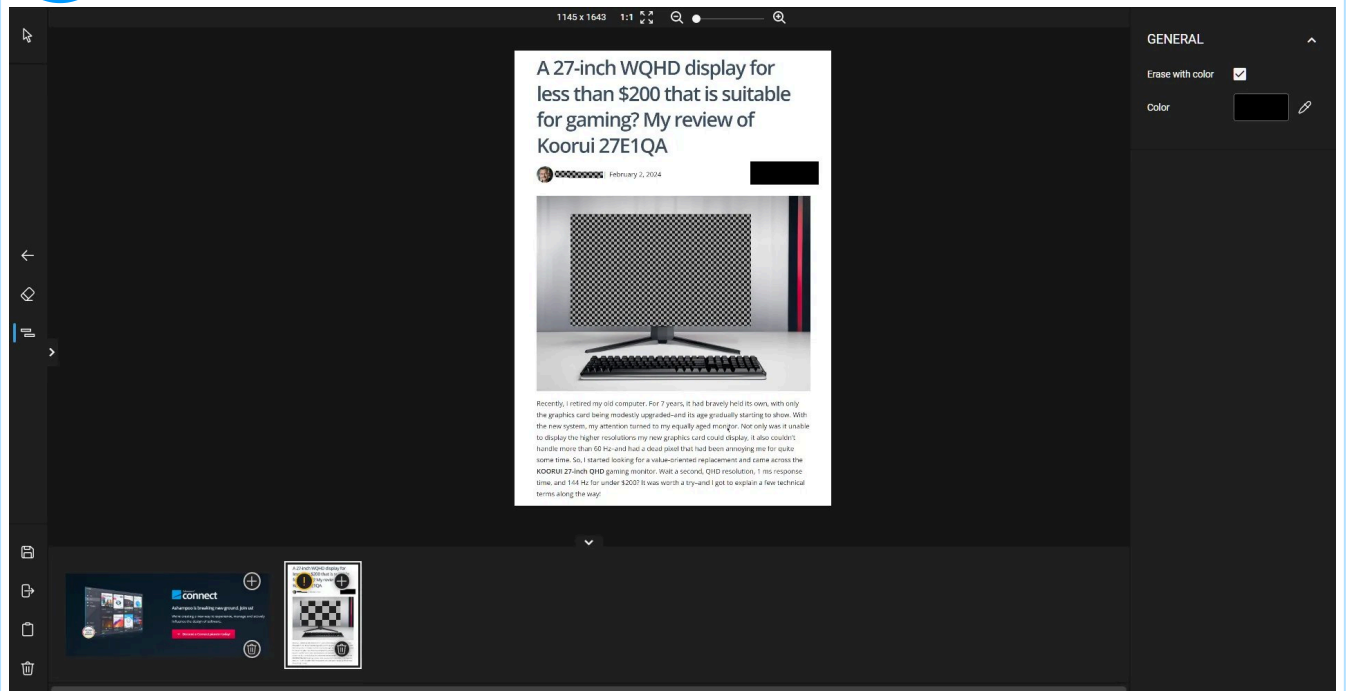
Erase with color

Color

6



7

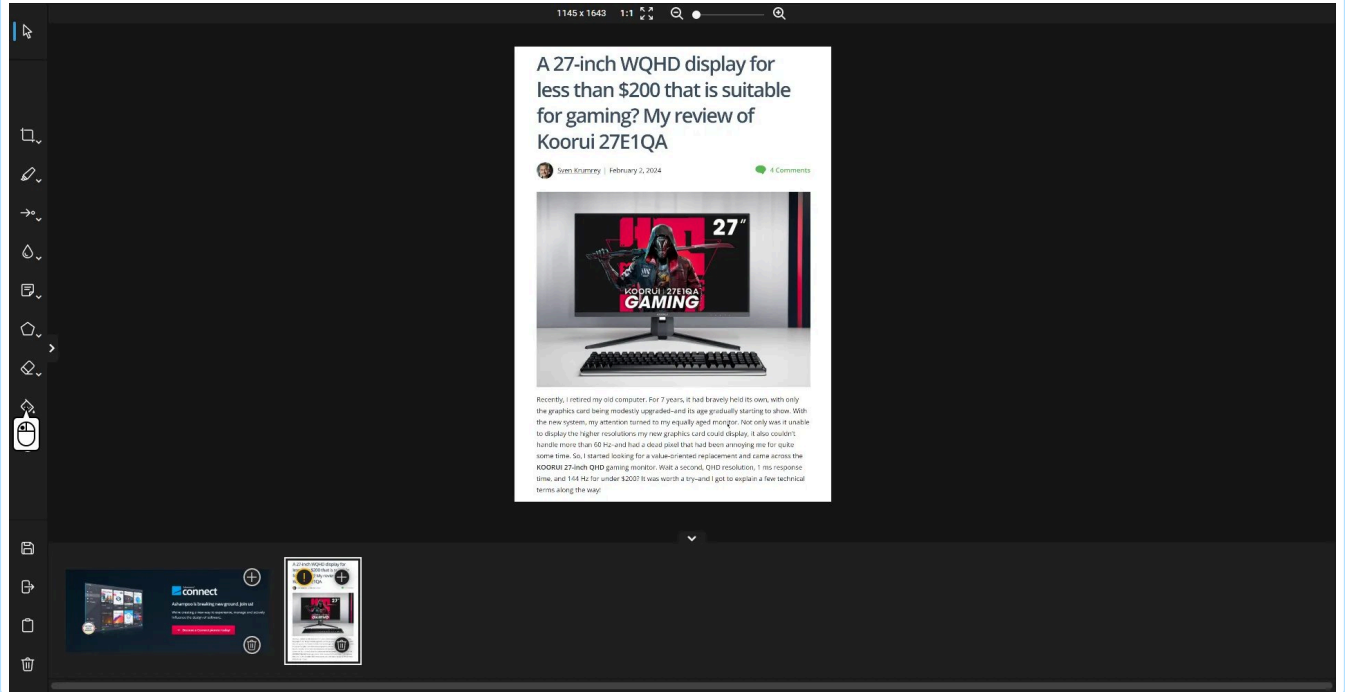


2.10 Fill area

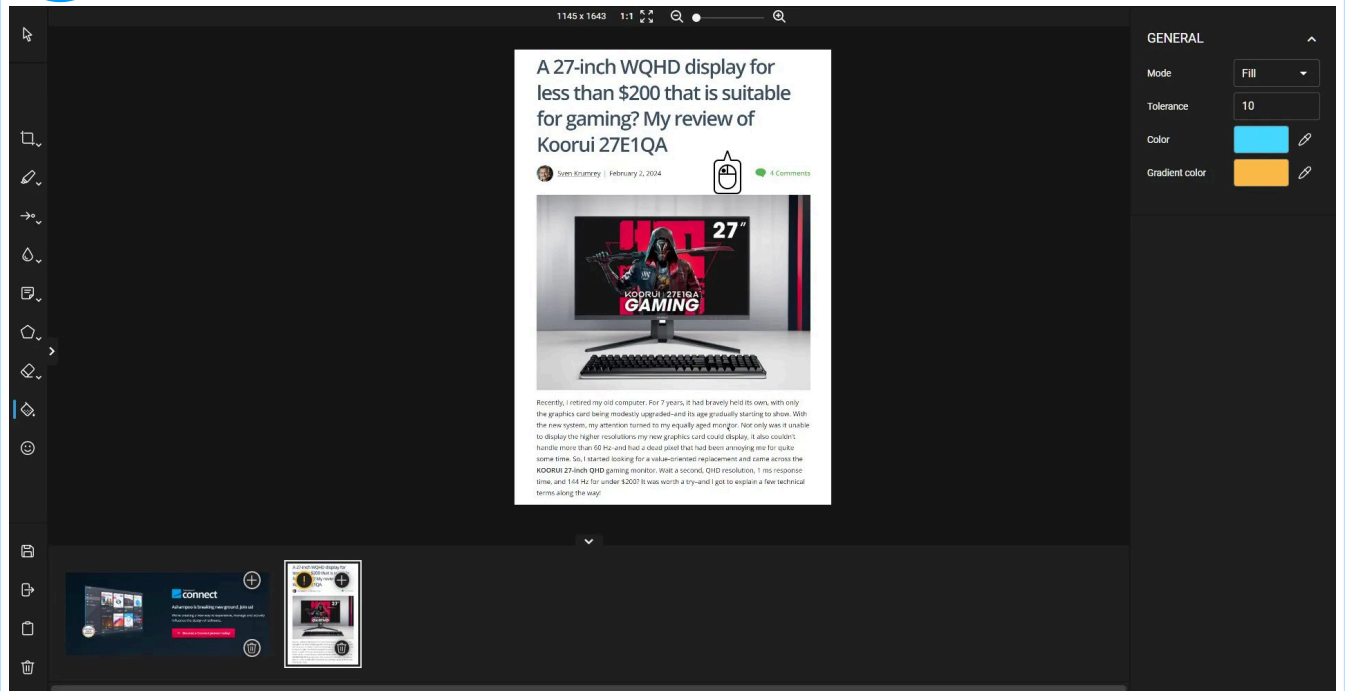
You can fill regions in your image with a solid color or color gradient using this tool. This

will only affect the image and not added objects.

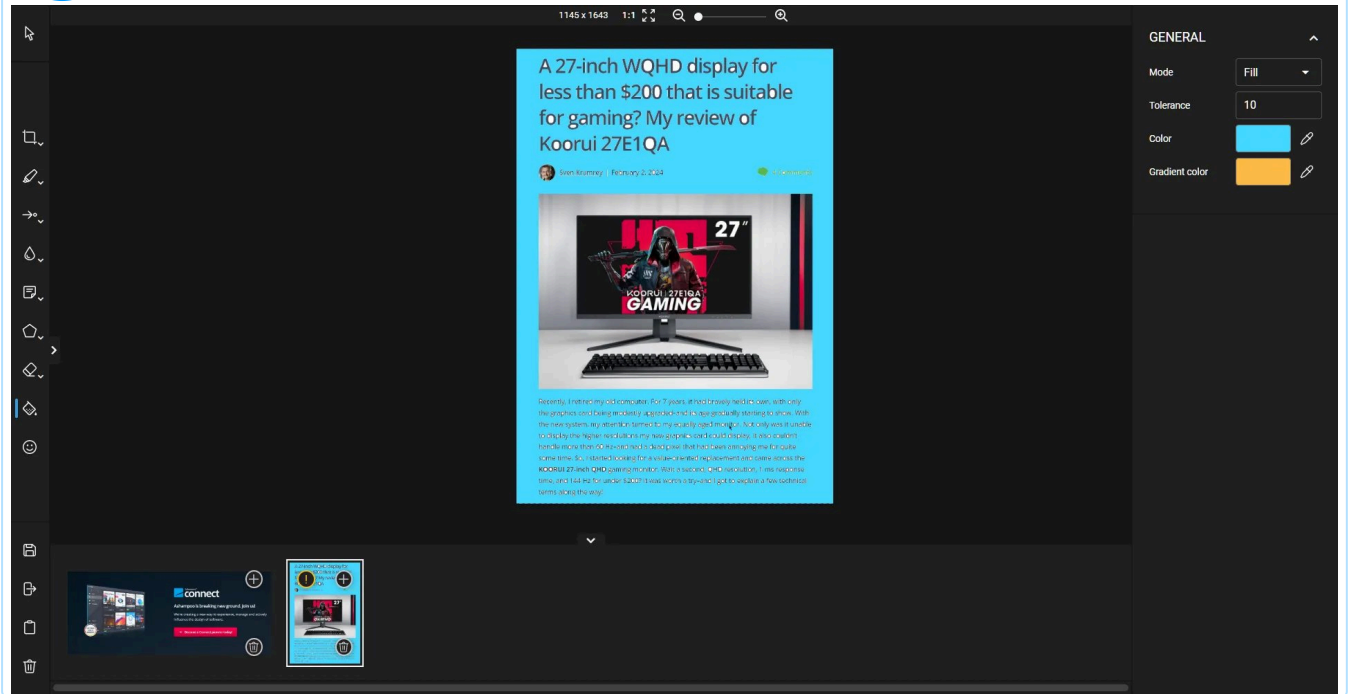
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2.11 Clipart

Left-click a clipart in the right properties pane to add it as a centered object to your project. While you can move and resize the object, you cannot alter the clipart design of an existing object. Click "Add graphics" to add existing images to the clipart library. Click the folder button to open the location for custom cliparts in Windows Explorer, e.g. to delete custom images. You can also copy and paste images to the folder directly to add them to Snap's clipart library.

Hold down Shift during resizing to preserve the clipart's aspect ratio.

3 Project management

Save project

Applies the current changes to the project.

Export image

Saves the current project to a separate image file. Use "Save as" to manually adjust output location and file name and "Quick Export" to use the current output folder and projekt

name instead.

Use the "..." button to select a target application (.exe) for the "send to" feature. If no application is specified, you'll be prompted to select an application when you first use this feature.

"Ashampoo Web" allows you to upload your image to Ashampoo web space and share it with others via a simple link. Once uploaded, the link is opened in your browser and also copied to your system clipboard.

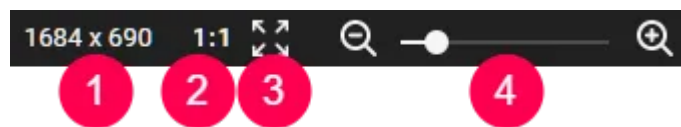
Copy to clipboard

Copies the current project as an image to the system clipboard.

Delete project(s)

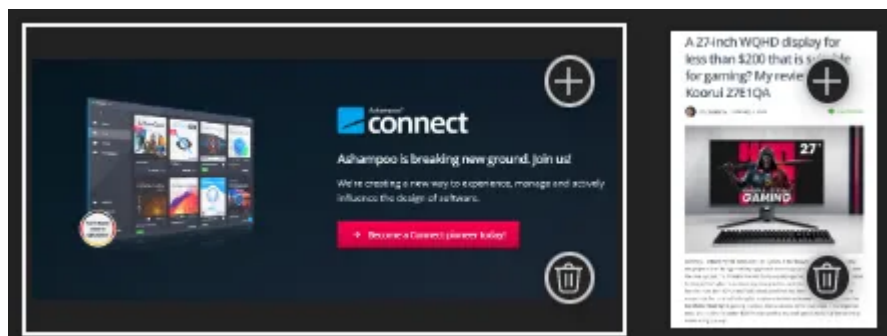
Deletes the current project permanently.

4 Zoom bar



- 1: Resolution of the current image
- 2: Displays the current image in its original size
- 3: Zooms in/out to show all of the current image
- 4: Drag the slider for seamless zooming

5 Preview bar



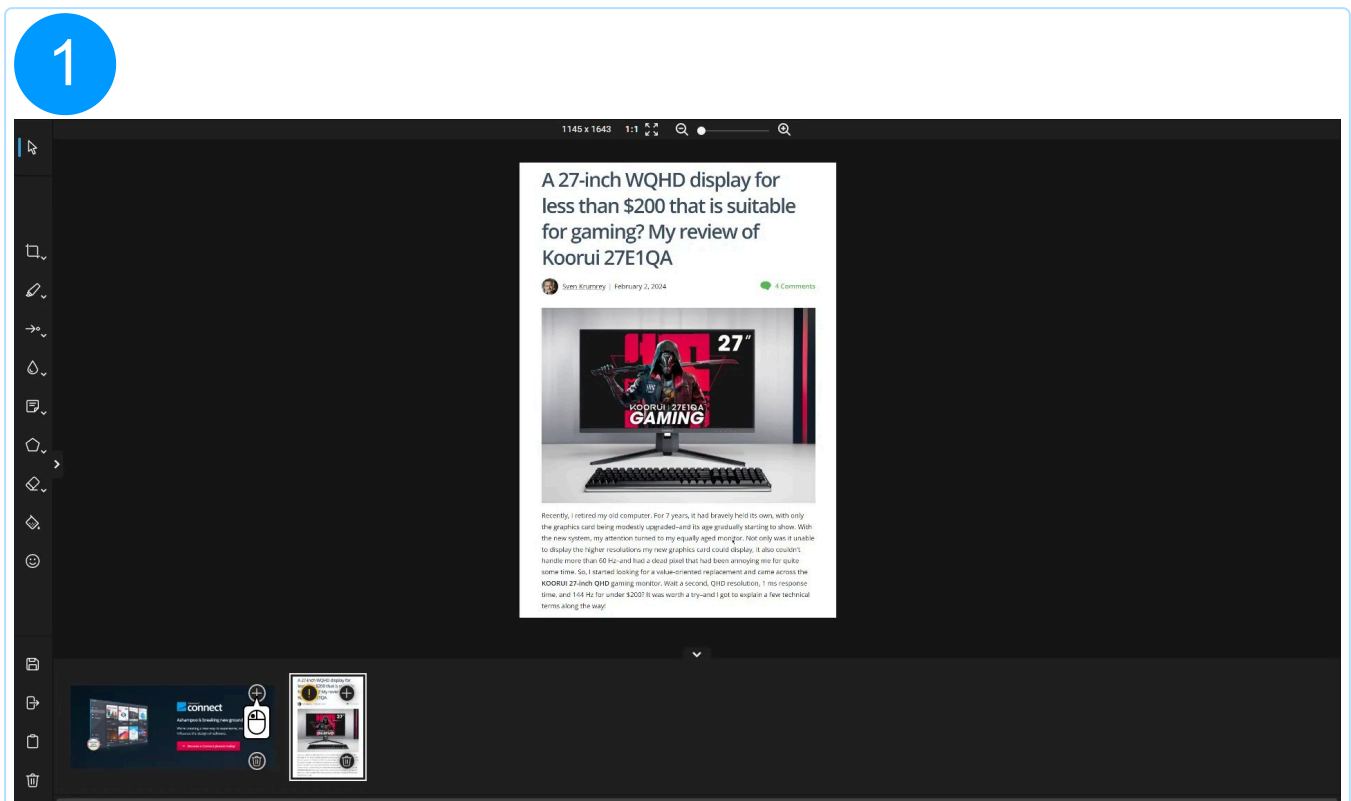
The preview bar displays a miniature preview of your projects. A yellow marker indicates that the affected project contains unsaved changes. Click the trashcan button to permanently delete the affected project.

To delete more than one project, hold Ctrl and left-click the affected thumbnails to (de)select them. Then, click either the delete button in the toolbar or one of the delete buttons associated with a thumbnail to delete the selected projects.

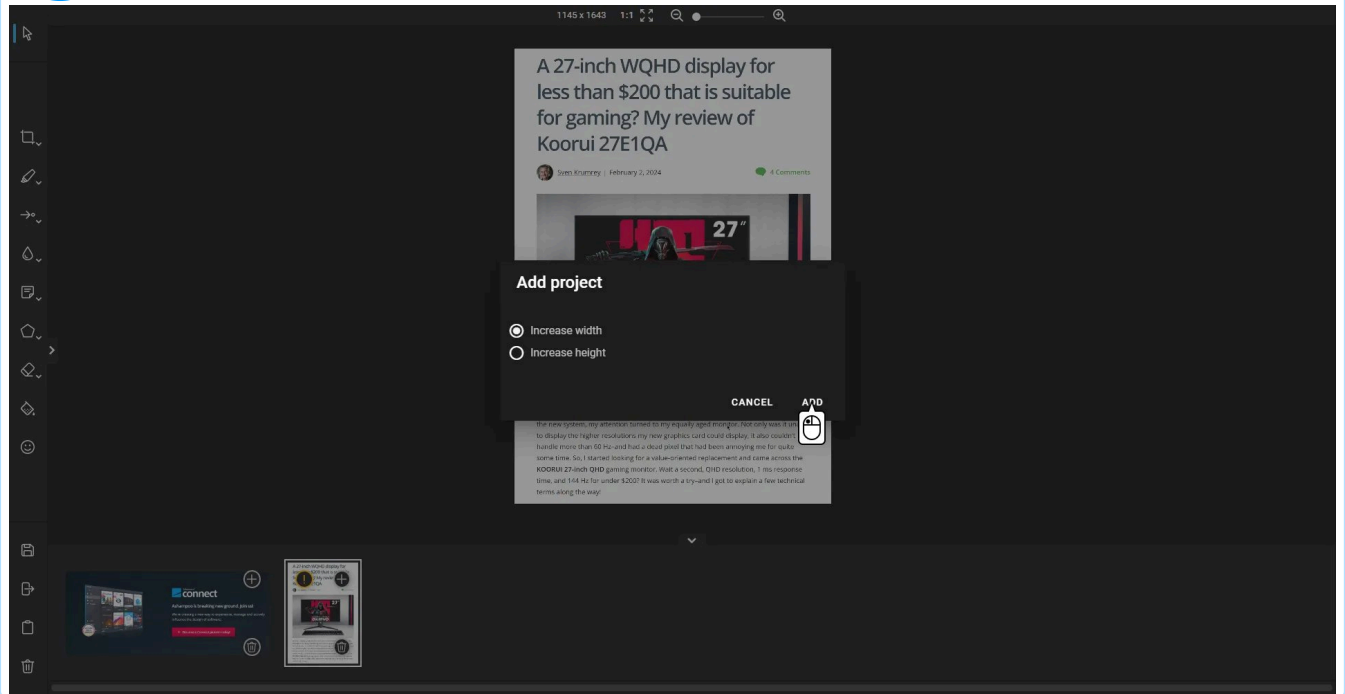
To rename a project, hit F2.

Combining projects

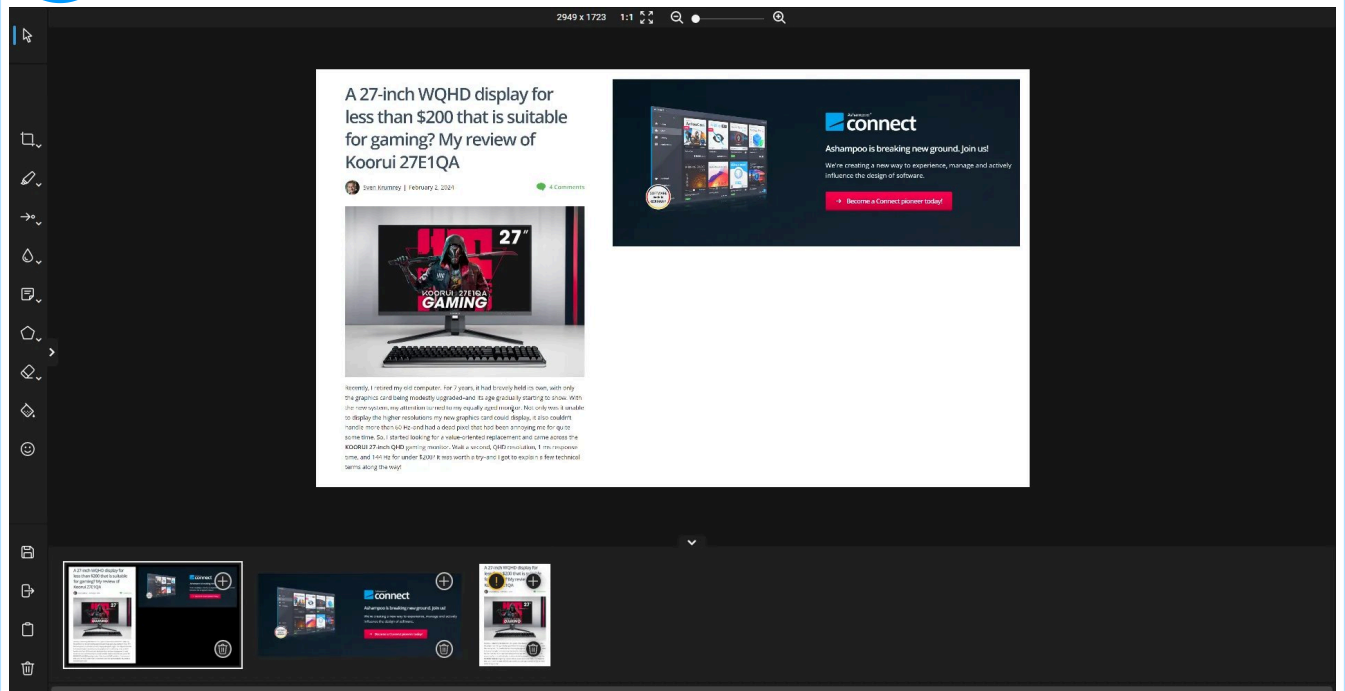
Use the plus symbol to combine several projects into one. This will append the selected project to the currently open project, expanding its workspace as needed. Objects contained in the added project remain fully editable.



2



3



6 Keyboard shortcuts

Deselect tool	V
Hand tool (move workspace)	Space + Drag with mouse
Undo	Ctrl + Z
Redo	Ctrl + Shift + Z
Cut	Ctrl + X
Copy	Ctrl + C
Copy image to clipboard	Ctrl + Shift + C
Paste	Ctrl + V
Delete object	Del
Open/Load	Ctrl + Shift + O
Close	Alt + F4
Save	Ctrl + S
Export	Ctrl + Shift + S
Zoom in	Ctrl + Plus or Ctrl + Mouse wheel
Zoom out	Ctrl + Minus or Ctrl + Mouse wheel
Clear selection/Cancel	Esc
Rename project	F2

When resizing objects by dragging their edge markers, hold Shift to resize their width and height proportionally. For example, this allows you to scale down a clipart without distortions.