

Pieter Omvlee releases DrawIt 3.3 for Mac OS X

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Pieter Omvlee is proud to announce DrawIt 3.3, the latest version of his easy-to-use, vector-drawing and image editing application for Mac OS X. Designed from the ground up to be powerful and intuitive to use, DrawIt is unique in that it presents the user with a simple and clean interface, yet packs an impressive assortment of features. Version 3.3 sports a new Library, perspective tools, dramatic speed increase, French, German and Dutch localization, numerous small improvements and bug fixes.

IMMEDIATE RELEASE

Enschede, Netherlands - February 12, 2008 - Pieter Omvlee is proud to announce DrawIt 3.3, the latest version of his easy-to-use, layer-based, vector-drawing and image editing application for Mac OS X. Designed from the ground up to be intuitive and powerful and intuitive to use, DrawIt is unique in that it presents the user with a simple and clean interface, yet packs an impressive assortment of useful, professional grade features.

Out of the box, DrawIt includes a large number of ready-to-use and easily customizable special shapes; circles, stars, rounded rectangles and polygons, as well as support for an unlimited number of nested groups, masks and custom overlays. To help the design process, Bread Crumbs display exactly where the user is, and lets them easily navigate back and forth in the layer-hierarchy. There is also an easy-to-use Outline View which displays every layer in the entire document.

DrawIt supports over 50, stackable, nondestructive Core Image filters. Users may apply as many filters as they wish to a single, or even multiple, layers at once, and can drag them between different layers with ease. Individual properties can be freely edited, regardless how many filters have been applied.

Filter properties can be readjusted and/or reordered at any time; the original object is never discarded, and DrawIt never rasterizes layers unless specifically told to do so. This feature makes DrawIt particularly suited for obtaining the perfect result quickly and easily.

Among DrawIt's most notable features are Groups. A Group is similar to a folder in the Finder, but more powerful. A group of layers can be moved as one, styled as one, and can even share single mask. Once a Group is created, users can double-click to enter it, and change the layers inside. Click outside the group and it can again be moved, resized and styled as any other layer.

Version 3.3 sport a new Library. Any object can be dragged from and to the library, making it a very versatile addition. Store images, layers, colors and/or multiple filters to reuse them at any time. The library includes default textures which are very useful for patterns.

DrawIt also adds to its repertoire a new perspective tool as well as a new perspective pattern-filter, which can be used to create beautiful results. Other new features include improved zoom functionality, dramatic speed increase, improved alignment guides and a lot more.

Feature highlights include:

- * Non-destructive Editing
- * Powerful Vector Tools
- * Support for Masks

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- * Core Image Filters
- * Support for Groups
- * Bread Crumb Navigation
- * Pixel-Precise Positions
- * Object Styles
- * Placeholders Strings
- * Supports several Export formats
- * Fully Customizable Workspace

Minimum Requirements:

- * Mac OS X Version 10.4 or higher
- * Full Tiger and Leopard compatibility
- * Universal Binary for PowerPC and Intel
- * A CoreImage Supported graphics card
- * 12 MB Hard Drive space

Language Support:

English, German, French, and Dutch

Pricing and Availability:

DrawIt 3.3 is available as a full-featured demo. A single user license is 29.00 Euros (\$40.00 USD). Registered 3.x customers may upgrade for free.

DrawIt Website:

<http://www.getdrawit.com/>

DrawIt Features:

<http://www.getdrawit.com/features/>

Direct Download Link:

<http://www.getdrawit.com/download/drawit.zip>

Purchase DrawIt:

<http://www.getdrawit.com/store/>

DrawIt Examples:

<http://www.getdrawit.com/examples/>

Screenshots:

<http://www.getdrawit.com/screenshots/>

Based in beautiful Enschede, the Netherlands, Pieter Omvlee took over development of DrawIt from CocoaDig software in 2007. Building from this strong foundation, DrawIt has emerged as a completely new application with many new features. Pieter is the sole developer, and currently seeking his university degree. Copyright 2007-2008 Pieter Omvlee and DrawIt. All Rights Reserved. Apple, the Apple logo, are registered trademarks of Apple Computer in the U.S. and/or other countries.

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