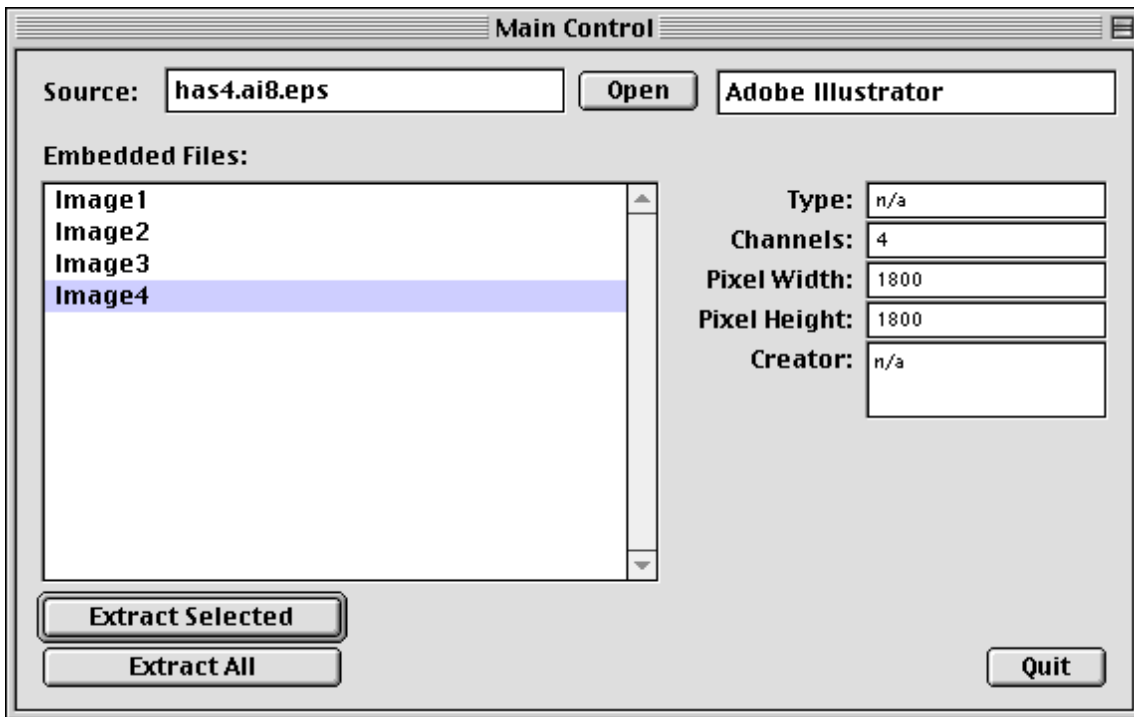




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Image Extractor 3

Image Extractor 3 provides you the ability to pull placed images and rasterized artwork out of EPSF files and PostScript files, saving them to disk for individual use.



Supported source files include:

- Adobe Illustrator native file format
- Adobe Illustrator EPS files
- Macromedia FreeHand EPS files
- QuarkXPress generated EPS files
- Print to Disk PostScript files
- Other EPS and PostScript files

Placed Images

Image Extractor extracts placed images embedded in the above-named EPS files. These images will attempt to keep their original file names, to assist in organization. These images are then editable by the application program that originally created them.

(i.e. you might extract an Illustrator EPS file from a Quark EPS page. This file will open up with Adobe

Illustrator just fine.)

Rasterized Artwork

Image Extractor will extract any rasterized artwork from Adobe Illustrator native files, Adobe Illustrator EPS files, PostScript files, Freehand EPS files, and QuarkXPress-generated EPS files.

By any, we mean bitmap, grayscale, RGB, or CMYK. These rasterized artwork files are given the name "Image" followed by a number, as there is no assigned name to raster artwork in these files. They are then saved as standard TIFF files and can be opened by PhotoShop or other TIFF editing programs.

Download Image Extractor 3.0 here:

MacBinary (516K download)
BinHex (696K download)

Requirements: Mac OS 7.6.1 or later, 8 Megs available RAM, 1 Meg available Hard Disk space. Runs on PowerMacintosh only.

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