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WELCOME TO COREL KPT COLLECTION

WHAT'S IN THIS SECTION:

WELCOME TO COREL KPT COLLECTION

Welcome to Corel® KPT® Collection, the revolutionary KPT series of filters designed to help you create dazzling and unique effects.

THE COREL KPT COLLECTION FILTERS

Corel KPT Collection includes 24 extraordinary filters that produce dazzling and unique effects for print and the Web.

KPT FIBEROPTIX

The KPT® FiberOptix™ filter lets you create realistic hair, fur, rain showers, and more. You can control the length, color, and tint of each fiber you create on a source image. Using a mask, you can create fibers in specific shapes; for example, you can create hair that grows as text.

KPT FRAX4D

The KPT® Frax4D™ filter lets you create 3-D sculptures out of fractal space. You can wrap these sculptures with any environment map. You can also rotate sculptures and render them as images.

KPT BLURRRR

The KPT® Blurrrr™ filter lets you manipulate the pixels in a source image to soften, smooth, and blend its edges and colors.

KPT Equalizer

The KPT® Equalizer™ filter lets you use a variety of filters to add interesting effects to images by manipulating their frequencies; for example, you can sharpen or blur images.

KPT FraxPlorer

The KPT® FraxPlorer™ filter lets you create an infinite variety of fractal patterns. You can also customize fractals using various color, contrast, distortion, and zooming tools.

KPT ShapeShifter

The KPT® ShapeShifter™ filter lets you apply interesting effects to objects; for example, you can apply bevels, graphics and text layers, and dimensions. You can also use environment and bump maps to achieve reflections and surface texture. You can create multiple objects at once; for example, by loading a mask with the shapes of each letter in a font set, you can turn the shapes into 3-D buttons for a Web site.

KPT Noize

The KPT® Noize™ filter lets you explore a variety of mathematically generated noise patterns that can be used as textures, patterns, or noise maps. You can select a noise family, mutate it to explore its variations, and apply it to a source image.

KPT Gel

The KPT® Gel™ filter lets you use paint tools to create 3-D images, text treatments, and objects such as buttons and borders. You can use lighting effects, tinting, and transparency to control the qualities of effects.

KPT Goo

The KPT® Goo filter lets you create effects that simulate the look of gelatin finger-painted on a source image. You can smear, splatter, twirl, pinch, or bulge images to create unique results. You can also use animation controls to save effects as movies.

KPT LensFlare

The KPT® LensFlare™ filter lets you apply interesting effects on a source image to simulate the photographic reflections created by a bright light shining on a camera lens. For example, you can create glows, halos, and streaks of light.

KPT Materializer

The KPT® Materializer™ filter lets you create complex textures, stunning backgrounds, and dazzling text treatments on source images. You can import bump maps and scale, pan, and rotate them to achieve interesting effects. You can also use lighting controls to manipulate surface textures.

KPT Projector

The KPT® Projector™ filter lets you use warping effects to create 2-D perspective distortions and 3-D transformations on source images. You can also create infinite planar tiling at any angle, and you can use anisotropic light filtering.

KPT Reaction

The KPT® Reaction™ filter lets you use patterns and diffusion options to create realistic simulations of organic textures, such as the growth pattern of coral or the stripes on a zebra.

KPT Turbulence

The KPT® Turbulence™ filter lets you create waves on a surface image. As the waves distort the image, they become animated and fluid. You can apply color blends to the waves. You can also take a snapshot of the waves that you can apply to a source image, or you can save the waves in motion as a movie.

KPT RadWarp

The KPT® RadWarp™ filter lets you use a simulated camera effect called barrel distortion to warp the edges of images. You can also correct barrel distortion on images.

KPT Channel Surfer

KPT® Channel Surfer™ lets you apply effects to individual channels in an image. You can blur or sharpen a channel, or adjust its contrast or value. You can adjust the amount and transparency of the effect, and control how the effect blends with the source image.

KPT Fluid

KPT® Fluid™ lets you manipulate images by applying liquid-like transformations and distortions that simulate dragging a brush across a wet surface. You can control the effect by setting the thickness of the fluid as well as the brush size and velocity. You can use various preview techniques to fine tune the effect, and choose to save the fluid in motion as a movie.

KPT FraxFlame II

KPT® FraxFlame II™ lets you explore and mutate an infinite variety of flame fractals. You can also customize fractals with various color, contrast, and distortion techniques.

KPT Gradient Lab

KPT® Gradient Lab™ lets you create complex color blends with various levels of transparency. You can also customize gradients with interesting shapes, styles, and pixel distortions.

KPT Hyper Tiling

KPT® Hyper Tiling™ lets you create and save intricate tiling effects by reducing the source image to create a tile. The tile is then repeated to create a hyper tiling effect. You can create different blends between the source image and the effect, and change the perceived distance from the effect. You can also change the depth, transparency, position, and size, of the effect, and rotate it through space.

KPT Ink Dropper

KPT® Ink Dropper™ lets you create the effect of dropping colored liquid (ink) on glass, canvas, or into another liquid. You can also create your own background images. You can choose the color of the liquid, and change its intensity and transparency. You can also change the size of the individual drops, and the rate at which they disperse on the surface.

KPT Lightning

KPT® Lightning™ lets you create powerful, customized lightning bolts. You can control every aspect of a lightning bolt, from setting its length and color, to determining its path and how much it zags and wanders. The lightning effect can then be realistically integrated into your source image using one of several blend modes.

KTP Pyramid Paint

KPT® Pyramid Paint™ uses the Lab color mode to let you transform source images into effects that resemble paintings, and perform various color and contrast adjustments to them.

KPT Scatter

KPT® Scatter™ is a 2-D particle system that lets you scatter a range of particles over a source image. You can scatter large masses of particles over an effect, or create densely packed particles to emulate intricate effects such as paint strokes or mosaics. You can also create special effects based on the way particles interact with the properties of a source image.

About the User Guide

The Corel KPT Collection User Guide assumes you are already familiar with basic Mac OS® and Windows® concepts — menus, dialog boxes, and mouse operations, such as clicking and dragging. If you need more information on these subjects, or about the Apple® Finder™ or the Windows desktop, refer to the Mac OS® User Manual or the Microsoft® Windows® User Guide, respectively.

User Guide conventions

The Corel KPT Collection User Guide is for both Mac OS and Windows platforms. By convention, Mac OS commands precede Windows commands in the text. For example, Command/Ctrl + I, is equivalent to the Mac OS Command + I and the Windows Ctrl + I, and indicates that you must hold down the Command or Ctrl key, and press I. The term "folder" refers to directories as well as folders. The Corel KPT Collection interface for Mac OS and Windows platforms is identical, unless otherwise specified.

About Corel Corporation

Founded in 1985, Corel Corporation (**www.corel.com**) is a leading technology company specializing in content creation tools, business process management and XML-enabled enterprise solutions. The company's goal is to give consumers and enterprise customers the ability to create, exchange and instantly interact with visual content that is always relevant, accurate and available. With its headquarters in Ottawa, Canada, Corel's common stock trades on the Nasdaq Stock Market under the symbol CORL and on the Toronto Stock Exchange under the symbol COR.

Corel Customer Support Services

Corel Customer Support Services can provide you with prompt and accurate information about product features, specifications, pricing, availability, services and technical support.

Online Support Services

For information about online support services, visit **www.corel.com**. Please note, some of the services are available only in English.

Telephone Support Services

Web services	Description
Corel® Knowledge Base	Allows you to read, print and download documents that contain answers to many technical questions.
Newsgroups (peer-to-peer forums)	Allow you to exchange information, tips and techniques with other users of Corel products.
Downloads	Allow you to download product patches, updates and trial versions.

For detailed information regarding telephone support services, please visit **www.corel.com**.

Live telephone support services are available for all Corel products from warranty support (30 days) to fee-based Priority and Premium Services. OEM, "white box," jewel case (CD only), trial, and Academic versions of Corel products are eligible for fee-based support services only.

North America

For pricing, purchasing, or general inquiries about Corel products, you can call Customer Service toll-free at 1-800-772-6735.

To speak directly to a technician please dial 1-613-274-0500. The hours of operation are 8:30 a.m. to 7:30 p.m., Monday to Friday, Eastern Standard Time (EST).

Outside North America

For pricing, purchasing, or general inquiries about Corel products, you can call Customer Service toll-free at 1-800-267-35127. If the country you are calling from is listed below, please call the corresponding number.

Please note that these numbers may change as we adapt our services to fit user needs. Check the international support numbers page at **www.corel.com** for the most up to date contact details.

Contact Customer Service for pricing, purchasing, general inquiries, or replacement CDs. Contact Technical Support Services should you require technical assistance operating your Corel software.

Country	Customer Service	Technical Support
Argentina	0800 777 3203	57 1 523 1240
Australia	1 800 658 850	61 2 8844 4101
Austria	0192 89600	0192 89600
Belgium (Dutch)	0240 06733	0240 06733
Belgium (French)	0240 06777	0240 06777
Brazil	0800 14 1212	55 11 5696 5797
Chile	54 0800 777 3203	57 1 523 1240
China	10 800 610 2323	10 800 610 2673
Colombia	01 800 091 9370	57 1 523 1240
Czech Republic	0224 239645	0224 239645
Denmark	352 58008	352 58008
Finland	922 906040	922 906040
France	0170 706090	0170 706090
Germany	06922 2220288	06922 2220288
Hong Kong	800 964 514	800 964 515
Hungary	204 117089	204 117089
Indonesia	1 803 61 539	1 803 61 544
Ireland	0124 77724	0124 77724
Israel	44 1628 581601	44 1628 581601
Italy	0236 003600	0236 003600
Japan	81 3554 53274	81 3531 93013
Luxembourg	44 1628 581603	44 1628 581603
Malaysia	1 800 807 895	1 800 807 899
Mexico	1 800 1234 854	57 1 523 1240
Netherlands	0207 132700	0207 132700
New Zealand	0508 267 351	0800 908 592
Norway	229 71908	229 71908
Poland	071 3477279	071 3477279
Portugal	44 1628 581601	44 1628 581601
Singapore	800 6161 853	800 6161 854
South Africa	0860 223 388	0860 223388
South Korea	82 2 3444 5166	82 2 3444 5166
Spain	0914 141500	0914 141500
Sweden	0856 610555	0856 610555
Switzerland (German)	0158 03280	0158 03280

MAIL AND FAX SUPPORT SERVICES

You can send inquiries to Corel Support Services representatives by mail or fax.

Corel Support Services
1600 Carling Avenue
Ottawa, Ontario, Canada
K1Z 8R7
Fax: 1-613-761-9176

GETTING STARTED

What's in this section:

Getting started with Corel KPT Collection

Corel KPT Collection is an extraordinary collection of filters that produce dazzling and unique effects for print and the Web. Whether you are a professional designer, artist, Web author, or hobbyist, the Corel KPT Collection filters will help you take your work to a new creative level, and enhance your productivity.

INSTALLING COREL KPT COLLECTION

You can install Corel KPT Collection in host applications compatible with Mac OS and Windows.

TO INSTALL COREL KPT COLLECTION IN MAC OS

1   Insert the Corel KPT Collection CD into the computer's CD drive.

2   Browse to the **Corel KPT Collection** folder.

3   Double-click the **Corel KPT Collection installer** icon.

4   Follow the instructions on your screen.

TO INSTALL COREL KPT COLLECTION IN WINDOWS

1   Insert the **Corel KPT Collection** CD into the computer's CD drive.

2   Click **Install**.

3   Follow the instructions on your screen.

STARTING AND QUITTING FILTERS

You can access a Corel KPT Collection filter from the host application. You can quit a Corel KPT Collection filter in two ways. You can quit a filter and apply the effect to the source image in the host application. You can also quit a filter without applying the effect to the source image in the host application.

TO ACCESS A FILTER

ᴅ Do one of the following:

- In Adobe® Photoshop®, click **Filters ▸ Corel KPT Collection**, and click a filter.
- In Painter, click **Effects ▸ Corel KPT Collection**, and click a filter.
- In Corel PHOTO-PAINT, click **Effects ▸ Corel KPT Collection**, and click a filter.
- In Bryce®, click a flyout arrow in the **Pictures** dialog box in **Picture editor**, click **Corel KPT Collection**, and click a filter.

Note | If you want to access a Corel KPT Collection filter in Bryce for the first time, you must first click a flyout arrow in the **Pictures** dialog box, click **Select plug-ins folder**, choose the folder where Corel KPT Collection is installed, and click **Choose/OK**.

TO QUIT A FILTER

ᴅ Click one of the following buttons:

- **OK** — to quit a filter and apply the effect
- **Cancel** — to quit a filter without applying the effect

USING PANELS AND SLIDERS

You can set the style in which panels display. You can also move sliders.

TO SET A PANEL DISPLAY STYLE

1 Click the filter name.

2 From the **Filter options** list box, choose one of the following styles:

- **Panel auto popup** — to automatically expand panels as you move the pointer over them
- **Panel manual popup** — to manually expand panels by clicking the **Cycler** button in the title bar
- **Panel solo mode** — to expand the current panel and automatically collapse those not in use

Tip | In **Panel auto popup** mode, sliders expand to display a panel with additional controls you can use to adjust slider settings incrementally, and view previous slider settings (indicated by the location of the gray arrow).

In **Panel manual popup** mode, you can expand a panel by clicking the **Cycler** button in the right corner of its title bar.

In **Panel solo mode**, you can collapse an expanded panel by double-clicking its title bar.

- Drag the black slider arrow.

P<small>REVIEWING FILTER EFFECTS</small>

The **Preview** window lets you dynamically view the results of your work. You can apply a background to the **Preview** window. You can also move and size the **Preview** window.

T<small>O APPLY A BACKGROUND TO THE</small> P<small>REVIEW WINDOW</small>

- Click the flyout arrow in the **Preview** window, and choose one of the following options from the **Preview options** list box:
  - **Preview against black** — to display an effect against a solid black background
  - **Preview against white** — to display an effect against a solid white background
  - **Preview against checkerboard** — to display an effect against a background of gray squares
  - **Preview against dark checkerboard** — to display an effect against a background of dark gray squares
  - **Preview against gradient** — to display an effect against a grayscale gradient background

Note   The effect only displays against the background while it is in the **Preview** window. The background is not applied to the source image in the host application, and does not impact the final render of the effect.

T<small>O MOVE THE</small> P<small>REVIEW WINDOW</small>

- Drag the title bar.

T<small>O SIZE THE</small> P<small>REVIEW WINDOW</small>

1 Click the flyout arrow in the **Preview** window.
2 From the **Preview options** list box, choose one of the following **Preview** window sizes:
   - **Small preview**
   - **Medium preview**
   - **Large preview**

C<small>USTOMIZING THE WORKSPACE</small>

You can apply a fun icon style to the common workspace. If the KPT workspace is smaller than the resolution of your screen, you can also display or hide common workspace controls.

T<small>O APPLY A FUN ICON STYLE TO THE COMMON WORKSPACE</small>

1 Click the **KPT** logo.
2 Choose **Smileys!** from the **Global options** list box.

T<small>O DISPLAY OR HIDE COMMON WORKSPACE CONTROLS</small>

1 Click the **KPT** logo.
2 Choose **Black out screen** from the **Global options** list box.

S<small>TORING WORKSPACE AND PANEL SETTINGS</small>

Storing workspace settings lets you save different workspace layouts. For example, you can arrange all panels on one side of the workspace and enlarge the **Preview** window, and then save this layout for later use.

Storing panel settings lets you save and compare different versions of a filter effect.

The workspace and panel settings you save are retained from one session to another, so you can use them again and again. When you no longer need stored workspace and panel settings, you can clear them. You can also restore default workspace or panel settings.

TO STORE WORKSPACE SETTINGS

- Click a gray memory dot in the **Layout** panel.

Note	Empty memory dots display gray, full memory dots display green, and memory dots currently in use display yellow.

TO STORE PANEL SETTINGS

- Click a gray memory dot in the **Recall** panel.

TO USE STORED WORKSPACE OR PANEL SETTINGS

- Click a green memory dot in one of the following panels:
  - **Layout** — to use stored workspace settings
  - **Recall** — to use stored panel settings

TO CLEAR STORED WORKSPACE OR PANEL SETTINGS

- Hold down **Option/Alt**, and click the corresponding green memory dot in one of the following panels:
  - **Layout** — to clear stored workspace settings
  - **Recall** — to clear stored panel settings

TO RESTORE DEFAULT WORKSPACE OR PANEL SETTINGS

- Click the memory dot in the center of one of the following panels:
  - **Layout** — to restore default workspace settings
  - **Recall** — to restore default panel settings

Working with presets

Some Corel KPT Collection filters provide you with preset effects. You can load a preset effect. You can also save an effect you create as a preset. You can create multiple presets categories in which to organize the presets you store.

You can import and export presets.

TO LOAD A PRESET

1. Click the **Presets** button.
2. Double-click a preset thumbnail in the **Presets library** panel.

   If the preset is stored in a category, you must first choose the category from the middle-left tile of the **Presets library** panel, then double-click a preset thumbnail.

Note	You can preview a preset by single-clicking a preset thumbnail. A larger version of the preset thumbnail displays in the upper-left tile of the **Presets library** panel.

TO SAVE AN EFFECT AS A PRESET

1. Click the **Presets** button.

2   Choose a category from the middle-left tile of the **Presets library** panel.

3   Click **Add preset**.

A preset thumbnail displays in the **Presets library** panel.

Note   You can also delete a preset from a category by clicking a preset thumbnail, and clicking **Delete preset**.

To create a presets category

1   Click the **Presets** button.

2   Click the flyout arrow in the **Presets library** panel, and click **Create new category**.

3   A text box displays in the middle-left tile of the **Presets library** panel.

4   Type a name.

5   Press **Return**/**Enter**.

Each category can store up to 24 presets.

To import a preset

1   Click the **Presets** button.

2   Click **Import** in the **Presets library** panel.

If you want to import a preset to a specific category, you must first choose the category from the middle-left tile of the **Presets library** panel, and then click **Import**.

3   Choose the folder where the file is stored in the **From** dialog box.

4   Click the file.

5   Click **Open**.

The preset displays as a thumbnail in the **Presets library** panel.

To export a preset

1   Click the **Presets** button.

2   Choose a category from the middle-left tile of the **Presets library** panel.

3   Click a preset thumbnail.

4   Click **Export**.

5   In the **Save as** dialog box, type a filename in the **Save as** box.

6   In the **Where** box, choose the folder where you want to export the file.

7   Click **Save**.

KPT SHAPESHIFTER

OVERVIEW

KPT ShapeShifter is the ideal tool for creating text effects, Web or software buttons and 3D artwork.

By applying bevels to your shape, KPT ShapeShifter gives it that 3D look. The filter provides incredible control over the shape and size of the bevels. You can even design your own bevel profile. The filter also lets you add a second layer to a shape for adding things like graphics or text. In addition, you can add environment maps for reflections and bump maps for surface texture.

One of KPT ShapeShifter's most impressive features is its ability to make hundreds of objects simultaneously. For example, if you load a mask that looks like swiss cheese, each hole forms it's own shape. Each shape has exactly the same settings.

Using this feature, you can load a mask that has shapes for each letter in a font set, and instantly turn them all into 3D objects, or you can load a mask with all shapes for each of the buttons in your website and instantly create all the 3D buttons you'll need.
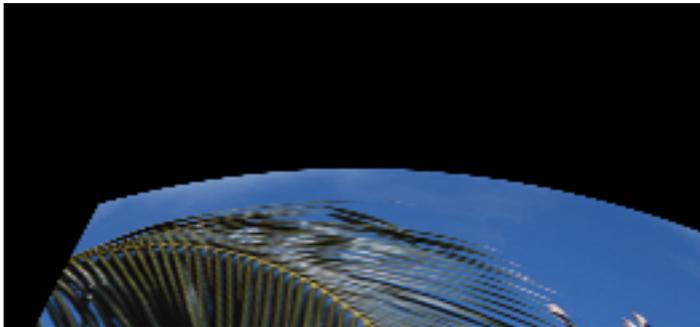
A mask with three discrete shapes and the objects created using KPT ShapeShifter.

CREATING A SHAPE

KPT ShapeShifter makes 3D shapes from masks. It takes the outline of the mask and adds a bevel, making it look 3D.

The mask can be either an imported mask or a selection created in the host application.

If you use a mask image, it has to be black and white. The black areas of the mask are considered the background, while the white areas are used to make the shape.

KPT ShapeShifter creates an object for each discrete shape in the mask. So if you use a mask with two circles in it, you'll get two objects. Shapes created from a single mask all have exactly the same properties.

If you're using a selection, your 3D object is the same shape as the selection.

TO IMPORT A SHAPE MASK:

1 In the Main Shape panel, click the triangle icon in the title bar to open the options menu and choose Load Mask.

   or

   Click the thumbnail preview window.

2 Locate the file you want to use as a mask and click OK.

   The mask appears in the preview window as a 3D shape.

   You can also use the Load Preset option to load a preset mask. Refer to "Working with presets" on page 10 for more on the Presets Library.

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WORKING WITH BEVELS

A bevel is the profile of your shape. It's what makes it look 3D. The size of the bevel determines how thick your shape is, while the shape of the bevel can produce ridges and creases in the shape's surface. Bevels are controlled using the Main Shape panel.

Use the Main Shape panel to import a shape mask or set up bevels.

BEVEL MODES

KPT ShapeShifter has three bevel modes you can use when applying a bevel to your shapes. The first two, Arc and Diagonal, are presets, while the third lets you create your own bevel profile.

TO SWITCH BEVEL MODES:

D   In the Main Shape panel, enable one of the bevel options.

Bevel option buttons.

Arc

When you use the Arc profile, your shapes have a smooth rounded edge.
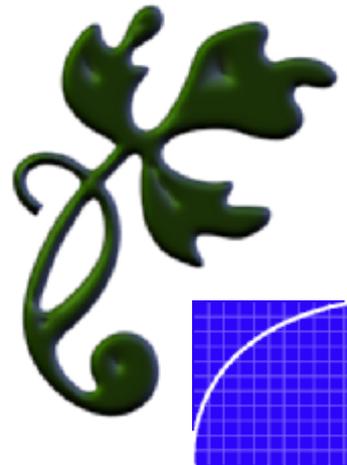
A bevel created using Arc mode.

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Diagonal

This profile creates smooth angled plateaus along the edges of your shape.
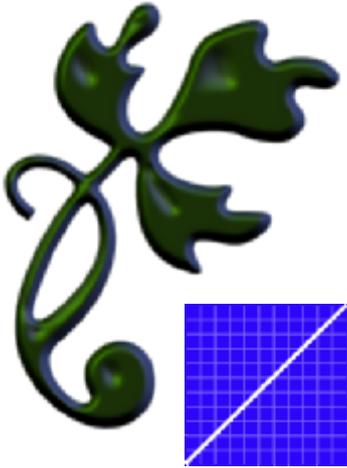
A bevel created using Diagonal mode.

User-Defined Profile

This bevel option lets you create your own bevel profile by editing the graphic representation of a bevel.

Think of the graph as a side view of the bevel. A straight line results in a flat bevel. An arc results in a rounded bevel. A profile shaped like a wave results in a bevel with grooves in it and so on.
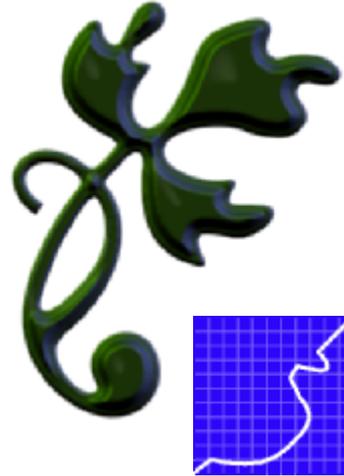
A bevel created using a user-defined profile.

To edit the bevel profile:

1   In the Main Shape panel, click the User Defined button. The panel preview displays the current bevel.
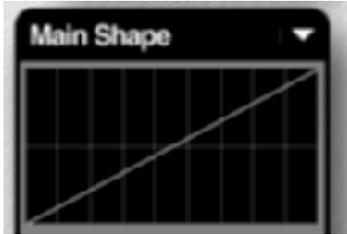
Drag inside the preview to change the bevel profile.

2   Drag any point on the graph up or down.

3   Once you have a shape you like, use the smoothing tools to soften the curve.

    Sharp points in the graph produce hard ridges in the bevel. The Smoothing option lets you make the bevel more rounded, while maintaining the ridges you created.

    As you adjust the graph, your changes are applied to the shape in the Main Preview window so you can see what it looks like.

To smooth a user-defined bevel:

▷   Press the Option/Alt key while your bevel is displayed in the Main Shape preview window.

    The longer you hold down the key, the more smoothing is applied.

To magnetize the bevel curve:

▷   Shift-click a point on the curve to draw the curve to the point where clicked.

To reset the bevel curve:

▷   Control-drag to reset the curve to a flat line.

Using Bevel Masking

The Bevel masking options let you control how the bevel is applied to the object in relation to the original mask.
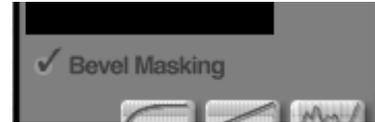
Drag inside the preview to change the bevel profile.

Normally, KPT ShapeShifter uses the mask to generate the bevel contour. Depending on your Bevel Profile and Size settings, the bevel may extend outside the area of the original mask. This helps create a smoother drop-off.

However, when you enable the Bevel Masking option, the final 3D shape will be exactly the same size as the mask.

You'll want to enable this option if you're creating a shape that's going to be composited precisely with another image. You'll also want to enable masking when you're designing elements on a web page that need to be an exact size.

SETTING BEVEL SCALE

The scale of the bevel determines your shape's 3D depth. The larger the bevel, the smaller the flat plateau on the top of your shape and the more 3D it looks.

The effects of low and high Bevel Scale settings.

SETTING BEVEL HEIGHT

The Bevel Height control determines the sharpness of the bevel angle. The higher the setting, the more pronounced the bevel becomes.


Low and high Bevel Height values.

LIGHTING YOUR SHAPE

Since the shapes created by the filter are 3D, they can be lit from any angle. You can have as many lights as your system's memory allows. Each light can be positioned separately and can have its own color.

The lighting you apply to the object can greatly enhance its 3D look. Lighting is controlled using the 3D Lighting panel.

ADDING TEXTURE TO YOUR SHAPE

By default, your shape has a smooth surface. That may be fine for some purposes, but you can create much more interesting effects by adding some texture to your shape's surface.
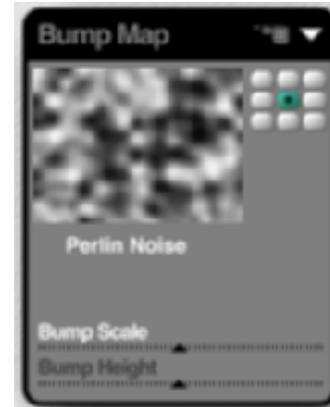
Texture is controlled using the Bump Map panel.

Texture can be added in one of two ways:

- By using a noise algorithm, which creates a texture by applying mathematically generated bumps and dents. Algorithmic noise creates a more grainy surface with random bump patterns.

- By using a bump map which adds bumps and dents to a surface based on the light and dark values in the map image. Maps are good for creating specific patterns on your object.

TO CHOOSE A PRESET NOISE AS A BUMP MAP:

D In the Bump Map panel, click the text label beneath the preview window and choose a noise from the menu that appears.

IMPORTING A BUMP MAP

A bump map is a black and white image that is used as a height map to create bumps in the surface of your shape. A height map creates bumps based on the light and dark values in an image. Light values create bumps and dark values create dents.

TO IMPORT A BUMP MAP:

1 In the Bump Map panel, click the triangle icon in the title bar to open the options menu and choose Load Mask.

or

Click the thumbnail preview window.

2 Locate the file you want to use as a map and click OK.

The image appears in the preview window.

You can also use the Load Preset option to load a preset mask. Refer to "Working with presets" on page 10 for more on presets.

SETTING BUMP SCALE

The scale of your bump map can greatly alter the texture you finally create. A larger bump map creates a smoother texture. A smaller map creates a very grainy texture since the map is repeated more frequently to cover the surface of your shape.
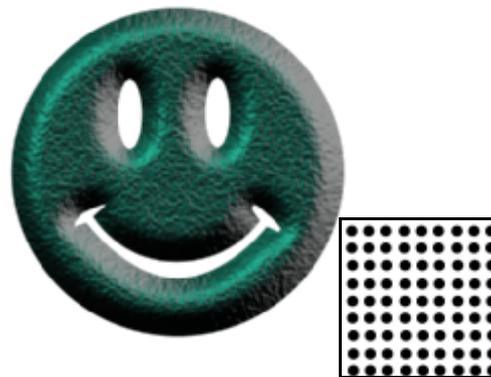
Texture created using a low Bump Scale value and the bump map used to create the texture.

SETTING BUMP HEIGHT

The Bump Height slider determines how pronounced the bumps in the bump map appear on the shape's surface. Positive values create bumps. Negative values create dents.
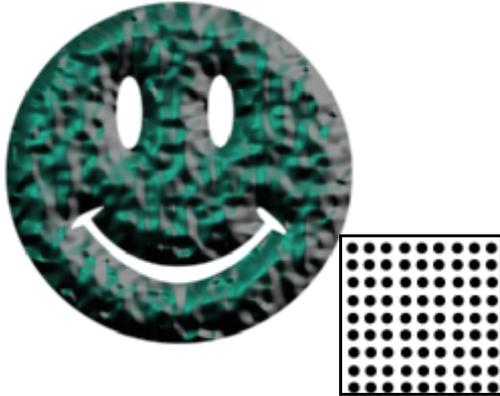
Texture created using a high Bump Height value and the bump map used to create the texture.

ADDING A GLOW

The Glow controls let you place a colored highlight around your shape. This feature is great for creating highlight states on buttons.
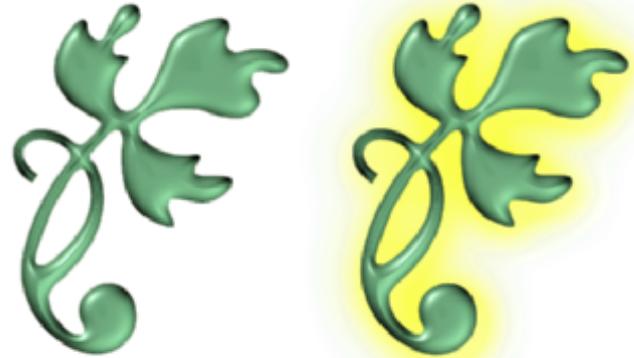
A shape with a glow applied.

TO TURN THE GLOW ON/OFF:

▷ In the Glow panel, click the eye icon. When the eye's open, the glow is enabled.
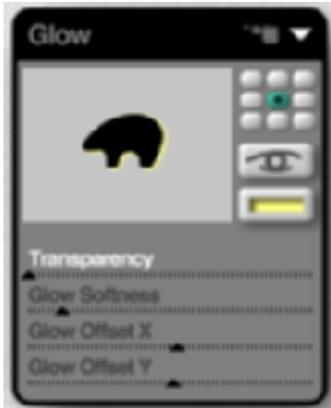
Glow properties are controlled using the Glow panel.

SETTING GLOW COLOR

You can pick a glow color using the Color Picker. The color you choose won't affect the color of the shape, but it should compliment it.

TO CHOOSE A GLOW COLOR:

▷ In the Glow panel, click the Glow Color dot and choose a color from the Color Picker.

SETTING TRANSPARENCY

The Transparency slider controls how opaque your glow appears. The higher the setting, the stronger the glow effect.

SETTING GLOW SIZE

The Glow Softness slider controls the size of the glow around the shape. Higher settings make the glow grow larger and fuzzier.

SETTING GLOW POSITION

The Glow X Offset and Y Offset let you control the glow's position along the X and Y planes.

Tip

You can also position the glow by dragging inside the panel's preview window.

If you hold down Shift, there's a 1:1 correlation between your movements in the preview and the position of the glow in the Main Preview window. If you move your glow 5 pixels in the preview, the glow in the Main Preview also moves 5 pixels.

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Working with Shadows

The Shadow controls let you set the attributes for the shape's drop shadow. Using these controls, you can set the shadow's position, size and opacity. Shadows are controlled using the Shadow panel.
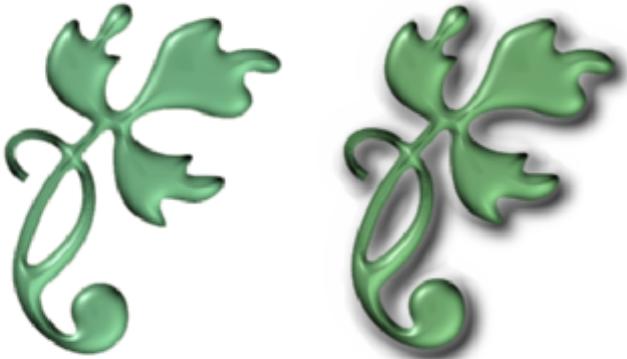

A shape with a shadow.

To turn a shadow on/off:

ᴅ In the Shadow panel, click the eye icon. When the eye's open, the shadow is enabled.

Setting Shadow Color

You can pick a shadow color using the Color Picker. The color you choose only applies to the shadow.
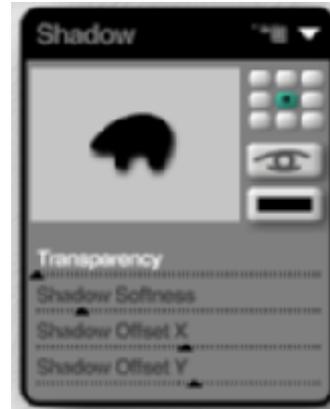
Shadow properties are controlled by the Shadow panel.

To choose a shadow color:

ᴅ In the Shadow panel, click the Shadow Color dot and choose a color from the Color Picker.

Setting Shadow Position

The Shadow X Offset and Y Offset let you control the drop-shadow's position along the X and Y planes.

You can also position the shadow by dragging inside the panel's preview window.

If you hold down Shift, there's a 1:1 correlation between your movements in the preview and the position of the shadow in the Main Preview window. If you move your shadow 5 pixels in the preview, the glow in the Main Preview also moves 5 pixels.

SETTING SHADOW SIZE

The Shadow Softness slider lets you control the size of the shadow. Higher values increase the radius of the shadow, making it more blurred. Lower values decrease its size.

SETTING SHADOW TRANSPARENCY

The Shadow Transparency control sets how opaque your shadow appears. Lower values make your shadow more transparent.

ADDING AN EMBOSSING LAYER TO YOUR SHAPE

KPT ShapeShifter lets you add a second layer to your shape that can be used to create an engraving effect. Using this second layer, called the Top Mask, you can add shapes on top of your shape or text onto a button. The embossing effects can make your second layer look like it's been engraved into the shape.
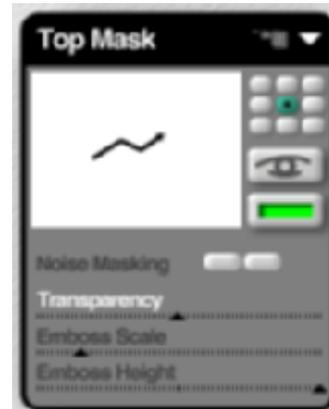
The second layer is controlled by the Top Mask panel.

TO TURN THE TOP MASK ON/OFF:

D In the Top Mask panel, click the eye icon. When the eye's open, the top mask is enabled.

TO LOAD A TOP MASK:

1 In the Top Mask panel, click the preview window. The Open dialog appears.

2 Locate the mask you want to use and click Open.

You can also load a mask from the Presets Library. Refer to "Working with presets" on page 10 for more on presets.

TO POSITION THE TOP MASK:

D Shift-drag the mask in the Main Preview window.

Using a Tint Color with the Top Mask

Tint applies a uniform color to the shape. This tint color only affects the shapes on the top mask.

TO CHOOSE A TINT COLOR:

D Click the color dot and choose a color from the Color Picker.

NOISE MASKING

Noise masking protects your top mask from the texture below it. This helps make text more readable since it won't have any texture applied to it.

TO TURN NOISE MASKING ON:

D In the Top Mask panel, click the Noise Masking toggle button.

Adjusting Transparency

The Transparency control lets you set the opacity of the second layer. The higher the setting, the more transparent the layer.

TO ADJUST TRANSPARENCY:

D In the Top Mask panel, drag the Transparency slider.

Emboss Scale

Emboss Scale controls the radius of the embossing effect. The higher the value, the softer the effect.

Emboss Height

The Emboss Height slider controls the intensity of the embossing effect. Positive values create bumps in the shape of the mask. Negative values create dents in the surface.

ADDING AN ENVIRONMENT MAP TO YOUR SHAPE

An environment map is used to create a pattern in the reflections of your shape.

Environment maps are controlled by the Environment panel.

To understand how an environment map works, imagine that your shape is made out of a shiny material. It would reflect everything around it. So, if it was in the middle of a park, you would be able

to see a reflected view of the trees and grass. The environment map simulates this effect. It's used to project a surrounding environment onto the surface of your shape.
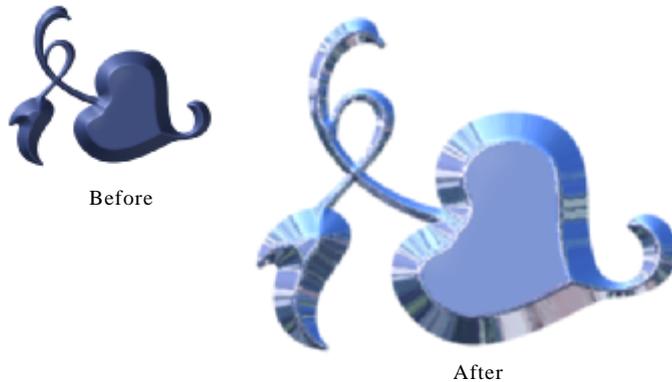
Before

After

An object before and after an environment map was applied.

You can load any RGB or grayscale image as an environment map, or you can use a preset from the library. Refer to "Working with presets" on page 10 for more on presets.

Once you've loaded an environment map, you can control how much it affects the shape by using the Mix Environment slider.

To load an environment map:

1   Click the thumbnail preview window. The Open dialog appears.

2   Locate an image you want to use as a map and click Open.

Choose a photo-realistic image if you want to reflect a natural environment.

Blending an Environment Map

The Mix Environment slider lets you control how much of the map is visible in the shape's reflection. The higher the setting, the more of the map you can see. At lower settings, the map appears faded.

Using a Tint Color

Tint applies a uniform color to the shape. This color is in addition to any color the shape picked up from a background image.

When you apply a metallic surface to your shape, the tint color is used to color all the reflections that come off its surface.

Once you have a tint color you can control how much it affects the base color of your shape. The higher the tint value, the more the colors shift toward the tint color.

To choose a tint color:

D   Click the color dot and choose a color from the Color Picker. To set tint value:

D   Drag the Mix Tinting Color slider. At higher values you'll see more of the tint color and less of the base colors.

APPLYING GLASS REFRACTION

The Glass Refraction control can be used to create a glass-type effect. When you apply refraction, the shape's surface bends light causing distortions in the reflections.


An example of Glass Refraction.

The control can have both positive and negative values.

SETTING INTERNAL REFLECTIONS

Internal Reflections cause the inside of the object to reflect light, making it look brighter.
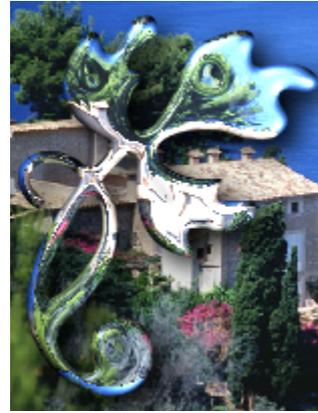
An example of Internal Reflections.

PREVIEWING YOUR SHAPE

The render options in the Main Preview window let you control the quality and speed of the preview. The options are a trade-off between speed and quality. Faster previews have lower quality and higher quality previews take longer to render.

TO CHOOSE A RENDER PREVIEW OPTION:

D Click the triangle icon at the top of the Main Preview window and choose an option from the menu.

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