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KPT

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.

In this section, you'll learn about

- the Corel KPT Collection filters
- this guide
- Corel Corporation
- Corel® Customer Support Services

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 SURFING

The KPT® Channel Surfing™ filter lets you apply effects to individual channels in an image. You can blur or sharpen a channel, or you can 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

The KPT® Fluid™ filter 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

The KPT® FraxFlame II™ filter 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

The KPT® Gradient Lab™ filter 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

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

KPT Ink Dropper

The KPT® Ink Dropper™ filter lets you create the effect of dropping colored liquid (ink) on a surface. You can create fluid drops, stains, and smoky swirls. 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

The KPT® Lightning™ filter lets you create 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.

KPT Pyramid Paint

The KPT® Pyramid Paint™ filter 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

The KPT® Scatter™ filter lets you disperse particles over a source image. You can disperse a single particle or a grid of particles over an effect to emulate intricate effects such as paint strokes or mosaics. You can also use variants to create special effects based on the way particles interact with different components of a source image. You can control every aspect of particle placement, color, and shadow.

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.

Web services	Description
Corel® Knowledge Base	Allows you to read, print and download documents that contain answers to many technical questions.

Web services	Description
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.

Telephone Support Services

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

Country	Customer Service	Technical Support
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

Country	Customer Service	Technical Support
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 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.

In this section, you'll learn about

- installing Corel KPT Collection
- accessing and quitting Corel KPT Collection filters
- the workspace
- using panels and sliders
- previewing filter effects
- customizing the workspace
- storing workspace and panel settings
- working with presets

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.

ACCESSING AND QUITTING COREL KPT COLLECTION 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

- 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.



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

- 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



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.

To move a slider

- Drag the black slider arrow.

Previewing filter effects

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.

To apply a background to the Preview window

- 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



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.

To move the Preview window

- Drag the title bar.

To size the Preview window

- 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**

Customizing the workspace

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.

To apply a fun icon style to the common workspace

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

To display or hide common workspace controls

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

Storing workspace and panel settings

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.



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.



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.



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

- 3 Type a name.
- 4 Press **Return/Enter**.



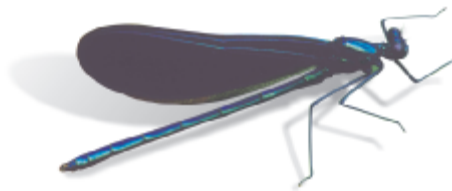
Each category can store up to 24 presets.

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**.



Using KPT Hyper Tiling

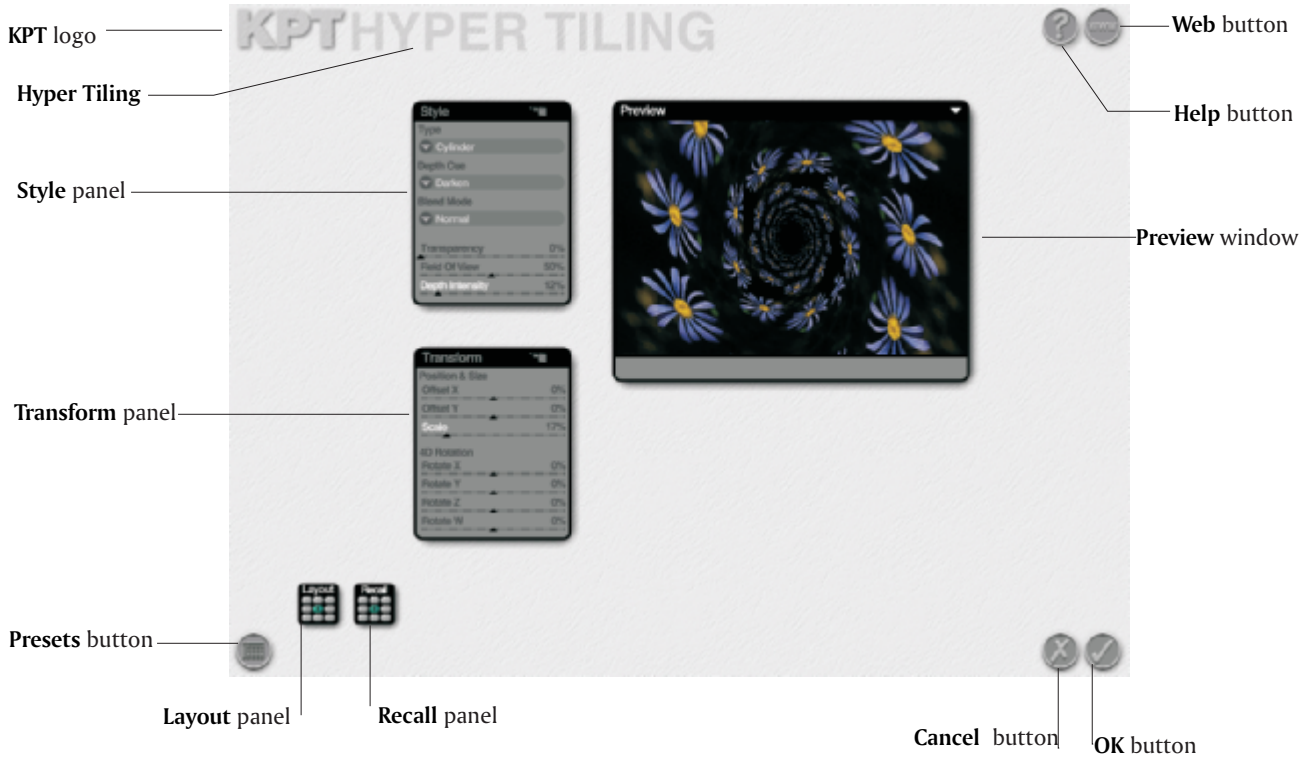
The KPT Hyper Tiling filter lets you create and save intricate tiling effects. This filter reduces the source image to create a tile. The tile is then repeated to create a hypertiling effect. You can create different blends between the source image and the effect, and change the viewer's perceived distance from the effect. You can also change the effect's depth, transparency, position, and size, and rotate it through space.

In this section, you'll learn about

- the workspace
- choosing a hypertiling style
- setting the depth of hypertiling effects
- choosing a blend mode
- setting the transparency and field of view of hypertiling effects
- positioning and sizing hypertiling effects
- rotating hypertiling effects

Exploring the workspace

The KPT Hyper Tiling workspace contains a **Preview** window and a set of panels and controls.



The following table provides a description of each control in KPT Hyper Tiling, starting with the filter-specific panels.

Control	Description
Style panel	Lets you choose a hypertiling style and blend mode; set the depth and transparency of the effect; and set the viewer's perceived distance from the effect
Transform panel	Lets you position, size and rotate the hypertiling effect you create
Preview window	Lets you preview the hypertiling effect, and set where the effect originates. For information about setting preview options, see "Previewing filter effects" on page 10.
KPT logo	Lets you customize the display of the KPT workspace, and access product information
Hyper Tiling	Lets you customize the display of the Style and Transform panels. For more information about setting filter display options, "Using panels and sliders" on page 9.

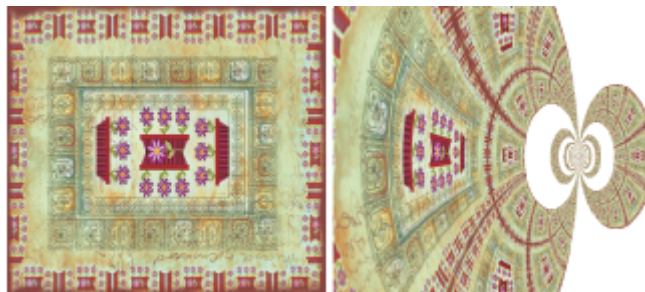
Control	Description
Web button	Connects you to the Corel Web site where you can find information about Corel KPT Collection and other Corel products
Help button	Lets you access the Corel KPT Collection Help
Layout panel	Lets you store workspace layout settings. For more information about using the Layout panel, see "Storing workspace and panel settings" on page 11.
Recall panel	Lets you store different settings of the Style and Transform panels. For information about using the Recall panel, see "Storing workspace and panel settings" on page 11.
Presets button	Lets you load and store presets. For more information about using presets, see "Working with presets" on page 11.
Cancel button	Returns to the host application without applying the effect to the source image

Control	Description
OK button	Returns to the host application and applies the effect to the source image

Choosing a hypertiling style

You can choose one of five preset hypertiling styles to apply to an image:

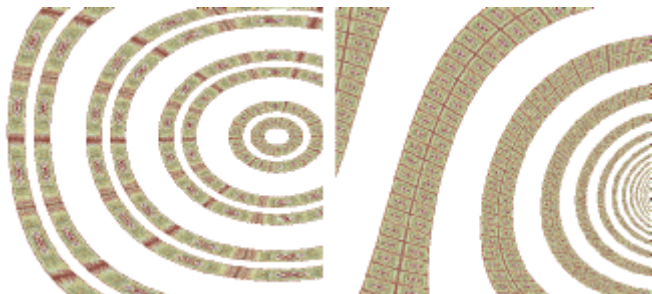
- **Vortex** — lets you create the illusion that the image is being sucked into a black hole
- **Pinch** — lets you create a ‘pinch’ or ‘punch’ effect
- **Cube** — lets you tile the source image onto a cubical framework
- **Sphere** — lets you tile the source image onto a spherical framework
- **Cylinder** — lets you tile the source image onto a cylindrical framework



Source image on the left; Vortex hypertiling style on the right



Pinch hypertiling style on the left; Cube hypertiling style on the right



Sphere hypertiling style on the left; Cylinder hypertiling style on the right

To choose a hypertiling style

- 1 In the **Style** panel, click the flyout arrow in the **Type** area.
- 2 Choose one of the following styles from the **Type** list box:
 - **Vortex**
 - **Pinch**
 - **Cube**
 - **Sphere**
 - **Cylinder**



If you apply the **Vortex** or **Pinch** style, the **Depth cue**, **Depth intensity**, **Field of view**, and **Rotate X, Y and W** controls are disabled. If you apply the **Cube**, **Sphere**, or **Cylinder** style, all controls can be adjusted.

The **Pinch** style is controlled by the **Scale** slider. Decreasing the **Scale** below 50 percent creates a “pinch” effect, while increasing the **Scale** above 50 percent creates a “punch” effect.

SETTING THE DEPTH OF HYPERTILING EFFECTS

Depth cue is the amount of lightening, darkening, or fading of a hypertiling effect. The amount of depth cue applied depends on the perceived distance between a particular pixel and the viewer.



The source image without any Depth cue applied (left); the image with Alpha Depth cue applied (right)



The hypertiling effect with Lighten Depth cue applied (left); and with Darken Depth cue applied (right)

Depth intensity is the perceived depth of a hypertiling effect. It

interacts with the depth cue. By increasing the perceived distance between the viewer and a particular pixel in the source image, you intensify the specified depth cue. If you decrease the depth intensity, you decrease the specified depth cue.



The hypertiling effect with different Depth intensity values

To choose the depth cue of a hypertiling effect

- 1 In the **Style** panel, click the flyout arrow in the **Depth cue** area.
 - 2 Choose one of the following from the **Depth cue** list box:
 - **Lighten** — brightens the effect
 - **Darken** — darkens the effect
 - **Alpha** — reduces the transparency based on the distance from the viewer, making the effect fade
- If there is a layer beneath the layer you are applying the filter to, you'll see the underlying layer show through the gaps.
- **None** — does not apply any depth cue



The **Depth cue** control is disabled for the **Vortex** and **Pinch** styles. For more information about these two styles, see “Choosing a hypertiling style” on page 16.

If the **Depth cue** is set to **None**, **Depth intensity** is disabled.

To set the depth intensity of a hypertiling effect

- Move the **Depth intensity** slider in the **Style** panel.



The **Depth intensity** slider is disabled for the **Vortex** and **Pinch** styles. For more information about these two styles, see “Choosing a hypertiling style” on page 16.

If **Depth cue** is set to **None**, **Depth intensity** is disabled.

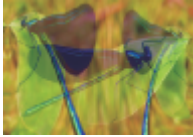


You can set a precise **Depth intensity** value by expanding the **Style** panel and typing a value in the numeric area on the additional slider control. For information about using expanded panels, see “Using panels and sliders” on page 9.

Choosing a blend mode

A blend mode lets you determine how the pixels of the effect blend with the pixels of the source image to produce the result image you want. You can choose from the following blend modes:

Example



Description

The **Normal** blend mode blends the transparency and color values of the effect and the source image. This is the default blend mode.



The **Put behind** blend mode applies the effect only to transparent areas of an image. If the source image has no transparent areas, the effect becomes invisible.



The **Dissolve** blend mode creates transparent areas in the effect by hiding random pixels.



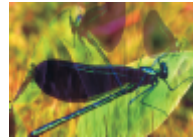
The **Inverse** blend mode inverts the color values of the effect and applies the inverted values to the source image. The inverted effect does not blend with the source image.

Example



Description

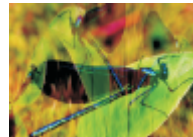
The **Multiply** blend mode applies only the darker areas of an effect to the source image. This blend mode is useful for adding shadows to an image.



The **Multiply Norm** blend mode normalizes the darker areas of an effect before applying them to the source image.



The **Screen** blend mode applies only the lighter areas of the effect to the source image. This mode is the inverse of the **Multiply** blend mode.



The **Screen norm** blend mode normalizes the lighter areas of an effect before applying them to the source image.

Example



Description

The **Lighten** blend mode compares, pixel by pixel, the combined RGB values of the source image and the effect. If a source image pixel is lighter than the corresponding effect pixel, the source image pixel is used. If a source image pixel is darker than its corresponding effect pixel, the effect pixel is used. The result is a lighter image.



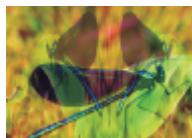
The **Darken** blend mode is the inverse of the Lighten mode. This mode compares, pixel by pixel, the combined RGB values of the source image and the effect, and uses the darker pixels of the two. The result is a darker image.

Example



Description

The **Procedural** blend mode combines the effect with the source image based on the luminance (brightness) value of each individual pixel in the source image. The effect is applied on top of source image pixels that have the median luminance value of 128 (out of 256). Where source image pixels are brighter than the median value, the effect brightens. Conversely, where source pixels are darker than the median value, the effect darkens.



The **Procedural inv** blend mode combines the effect with the source image based on the luminance (brightness) value of each individual pixel in the source image. This mode is the inverse of the **Procedural** mode. The effect darkens where source image pixels are brighter than the median value of 128, and brightens where source image pixels are darker than the median value.

Example



Description

The **Extrapolate** blend mode calculates the difference between the transparency values of the effect and the source image. Then, it subtracts the transparency values of the source image from the difference for each RGB channel.



The **Difference** blend mode inverts the color values of the source image pixels based on the luminance (brightness) values of the effect pixels. The black areas of the effect, which have no luminance, do not change the source image; while the white areas of the effect cause the source image pixels to be inverted. Where the effect has both black and white color values, the source image is inverted only partially.

Example



Description




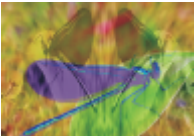
The **Similarity** blend mode inverts the color values of the source image pixels based on the luminance (brightness) values of the effect pixels. This mode is the inverse of the **Difference** mode. The black areas of the effect, which have no luminance, cause the source image pixels to be inverted; while the white areas of the effect do not affect the source image. Where the effect has both black and white color values, the source image is inverted only partially.



The **Difference inv** blend mode is the inverse of the **Difference** blend mode.



The **Similarity inv** blend mode is the inverse of the **Similarity** blend mode.

Example	Description
	The Hue blend mode replaces the hue values of the source image with the corresponding hue values of the effect.
	The Saturation blend mode replaces the saturation values of the source image with the corresponding saturation values of the effect.
	The Color blend mode replaces the RGB values of the source image with the corresponding RGB values of the effect.
	The Brightness blend mode replaces the brightness values of the source image with the corresponding brightness values of the effect.

To choose a blend mode

- 1 In the **Style** panel, click the flyout arrow in the **Blend mode** area.
- 2 Choose a blend mode from the **Blend mode** list box.

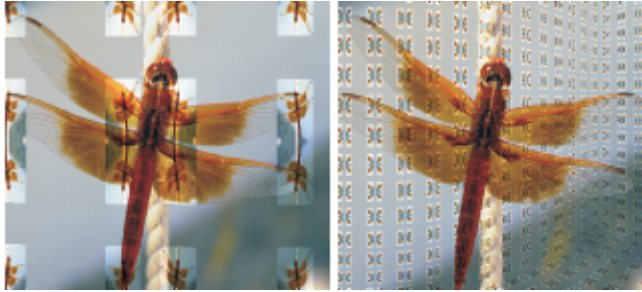
SETTING THE TRANSPARENCY AND field of view of hypertiling effects

You can control the transparency of a hypertiling effect. When the hypertiling effect is more transparent, the source image is more visible; when opaque, more invisible.



A hypertiling effect with different Transparency values

This filter lets you control the viewer's perceived distance from the effect. Increasing the field of view creates the illusion that the viewer is stepping away from the image, and can see a larger portion of the effect. Decreasing the field of view makes the image look as if the viewer is very close to it, and can see only the central part of the effect.



A hypertiling effect with different Field of view values



You can set a precise **Field of view** value by expanding the **Style** panel and typing a value in the numeric area on the additional slider control. For information about using expanded panels, see “Using panels and sliders” on page 9.

Positioning and sizing hypertiling effects

You can change the position of a hypertiling effect. By default, the effect is centrally positioned, but you can also move the hypertiling effect to the left or right, and up or down.

To set the transparency of a hypertiling effect

- Move the **Transparency** slider in the **Style** panel.



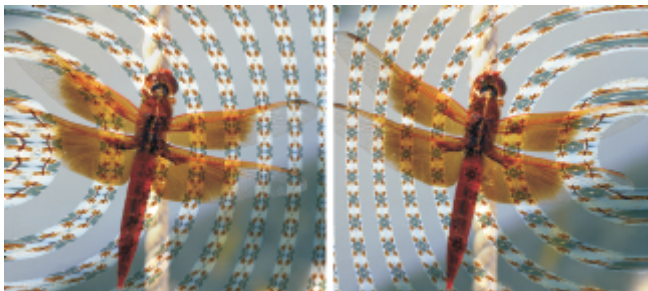
You can set a precise **Transparency** value by expanding the **Style** panel and typing a value in the numeric area on the additional slider control. For information about using expanded panels, see “Using panels and sliders” on page 9.

To set the field of view of a hypertiling effect

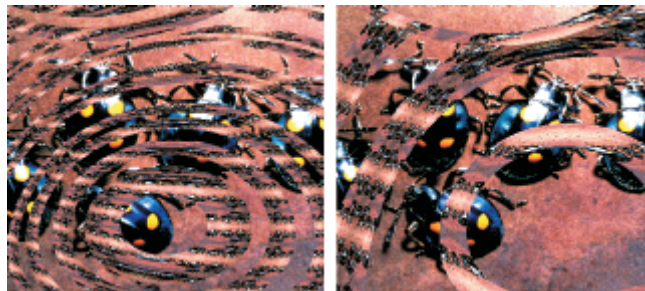
- Move the **Field of view** slider in the **Style** panel.



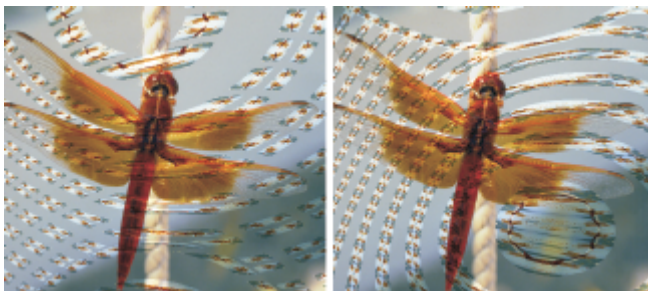
The **Field of view** slider is disabled for the **Vortex** and **Pinch** styles. For more information about these two styles, see “Choosing a hypertiling style” on page 16.



A hypertiling effect offset to the left and to the right



A hypertiling effect with different scale values



A hypertiling effect offset up and down

You can also resize the hypertiling effect by increasing or decreasing the tile repetitions. When you increase the tile repetitions, the size of each individual tile is reduced. When you decrease the tile repetitions, the size of each individual tile is increased.

To position a hypertiling effect

- In the **Transform** panel, move one of the following sliders:
 - **Offset X** offsets the effect to the left or right
 - **Offset Y** offsets the effect up or down



You can also change the position of the hypertiling effect by clicking in the **Preview** window.

You can set precise **Offset X** and **Y** values by expanding the **Transform** panel and typing values in the numeric areas on the additional slider controls. For information about using expanded panels, see “Using panels and sliders” on page 9.

To size a hypertiling effect

- Move the **Scale** slider in the **Transform** panel.



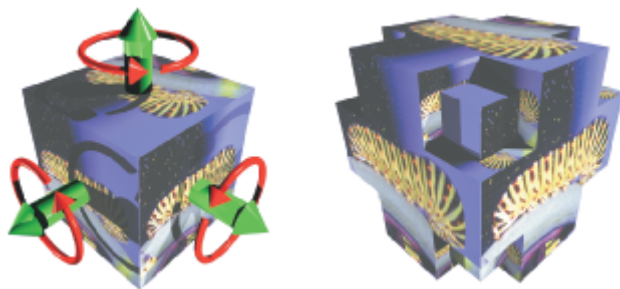
Decreasing the **Scale** value increases the tile size, while reducing their number. Increasing the **Scale** value decreases the tile size, while increasing their number.



You can set a precise **Scale** value by expanding the **Transform** panel and typing a value in the numeric area on the additional slider control. For information about using expanded panels, see “Using panels and sliders” on page 9.

ROTATING HYPERTILING EFFECTS

You can rotate a hypertiling effect around the X, Y, and Z axes. You can also rotate a hypertiling effect through 4-D space.



The fourth dimension, the W axis, is a mathematically generated exploration axis. Although the effects of this rotation are unpredictable, they tend to emulate turning the geometric 3-D construct of the hypertiling effect inside out.



An image with all four rotations applied

TO ROTATE A HYPERTILING EFFECT

- In the **Transform** panel, move one of the following sliders:
 - **Rotate X** — rotates the effect around the X axis
 - **Rotate Y** — rotates the effect around the Y axis
 - **Rotate Z** — rotates the effect around the Z axis
 - **Rotate W** — rotates the effect through 4-D space



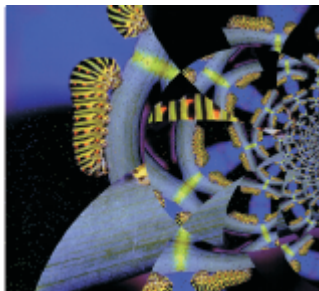
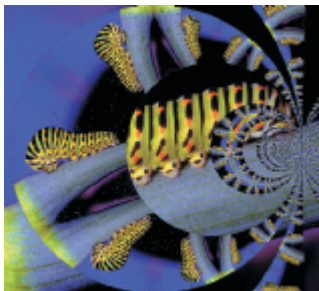
For **Pinch** and **Vortex** styles, you can only rotate the hypertiling effect around the Z axis. For **Cube**, **Sphere** and **Cylinder** styles, you can rotate the effect through 4-D space (around all 4 axes).



You can set a precise rotation value by expanding the **Transform** panel and typing a value in the numeric area on the additional slider control. For information about using expanded panels, see “Using panels and sliders” on page 9.



Rotate X on the left; Rotate Y on the right



Rotate Z on the left; Rotate W on the right

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