

CONTENTS

THE COREL KPT Collection filters	1
ABOUT THE USER GUIDE	4
ABOUT COREL CORPORATION	4
COREL CUSTOMER SUPPORT SERVICES	4
Online Support Services	5
Telephone Support Services	5
Mail and Fax Support Services	6
WHAT IS COREL KPT Collection?	7
INSTALLING COREL KPT Collection	7
ACCESSING AND QUITTING FILTERS	7
USING PANELS AND SLIDERS	8
PREVIEWING FILTER EFFECTS	8
CUSTOMIZING THE WORKSPACE	9
STORING WORKSPACE AND PANEL SETTINGS	9
WORKING WITH PRESETS	10
WELCOME TO KPT Gel	12
SETTING SLIDERS	13
USING THE COLOR PICKER	13
NAVIGATION, Fill, AND INVERSION TOOLS	14
USING BRUSHES AND TOOLS	15
SELECTING A CURSOR	15
BRUSH SIZE	16
BRUSH Flow	17
BRUSH BLENDING	17
BRUSH ANIMATION SPEED	18
CHOOSING A BRUSH OR TOOL	19
WORKING WITH LIGHTS	23
Adding AND DELETING LIGHTS	23
SETTING HIGHLIGHTS AND BRIGHTNESS	24
TURNING LIGHTS ON AND OFF	24
POSITIONING LIGHTS	25
SENDING LIGHTS TO FRONT OR BACK	25
SETTING LIGHT COLOR	25
CONTROLLING Gel MATERIAL	26
LOADING AN ENVIRONMENT Map IMAGE	26
ADJUSTING REFRACTION	27
SETTING SURFACE Opacity	27
SMOOTHING OUT Pixilation	28
REDUCING Aliasing	28
BLENDING THE ENVIRONMENT Map	29
TINTING AN ENVIRONMENT Map	29
SETTING THE BACK COLOR	29
Using Keyboard Commands	30

1

WELCOME

THE COREL KPT COLLECTION FILTERS

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

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 Blurrrrr

The KPT® Blurrrrr™ 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, swirl, 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 320357	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

2

GETTING STARTED

WHAT IS 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 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.

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

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

Note

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

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.

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.

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**.

3

KPT Gel

WELCOME TO KPT Gel

Nearly all of today's 2D painting programs use a painting model that uses "thin" brushes to paint solid colors onto flat layers. Any suggestion of depth or dimensionality usually has to be "faked". KPT Gel transcends these limitations by allowing the user to paint with gel that resembles realistic 3D materials, such as metals, plastics, or liquids.

KPT Gel provides a comprehensive palette of brushing tools that allow precise control within the painting environment. Standard brushes and erasers are complemented with a variety of "effects" tools, including twirling, pinching, smearing, and splattering effects, as well as a realistic "putty knife" for carving and a "magnet" that slowly pulls or pushes the material to follow the cursor.

KPT Gel provides detailed control over the optical properties of the painting materials, including a wide variety of reflection maps, lighting controls, transparency adjustment, and glasslike refraction. Refractive "see-through" materials can be tinted to simulate

colored liquids like honey or gelatin.

KPT Gel supports zooming and panning, so you can get up close to make detailed changes to your artwork. On larger images, KPT Gel lets you zoom out to make quick changes across the entire document all at once. Since the gel material itself is not pixel-based, it dynamically refines itself as you zoom inward, providing ultra-high quality for touchup and final apply. KPT Gel supports transparent layers, which can be viewed against a variety of backgrounds for accurate editing. And, KPT Gel is fast! The effect you can produce could take several minutes to render in a 3D application, but KPT Gel lets you paint these effects onto an image or selection, in real time.

As a bonus feature, KPT Gel uses your selection mask to automatically generate 3D shapes inside the filter, which can then be further modified using the brushing tools. You can select text shapes in the host application, and KPT Gel can convert them into stylized 3D brushable text. Or, you can outline Lincoln's face in a host program, run KPT Gel, select a copper material as the gel source, and create your own virtual penny!

Finally, as an alternative to applying KPT Gel effects within the host image, KPT Gel can import and export high-resolution heightfield images, providing a means for inter-connectivity between KPT Gel and other terrain-editing applications.

SETTING SLIDERS

Each KPT Gel panel includes standard KPT 6 sliders. Sliders are the mechanism for adjusting a panel's settings. When you move a slider, the panel expands to give you additional slider controls.

Refer to “Using panels and sliders” on page 8 for more information about working with sliders.

Using the Color Picker

The Color Picker lets you set a background or tint color for the gel. The Color Picker has two floating bars. The top bar displays shades of gray from black to white. The bottom bar displays a spectrum of colors and shades.



The KPT Gel Color Picker.

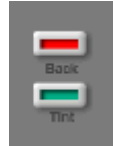
The grayscale bar is divided into two sections. The top area of the section is broken down into increments of grayscale values to make it easier to choose precise grayscale shades. The bottom of the bar is a continuous blend of grays.



The two sections of the grayscale bar.

To choose a color

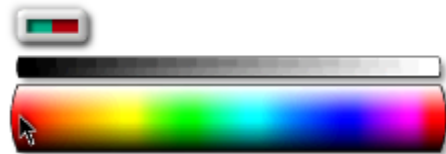
- 1 Click and hold a color swatch to activate the color picker.



Click a color swatch.

Note To access the color picker from the 3D Lighting panel, click the color circle in the bottom left corner of the panel.

- 2 Drag your cursor over the color bar and release the mouse button over the color you want to select.



Drag over the color bar to select a color.

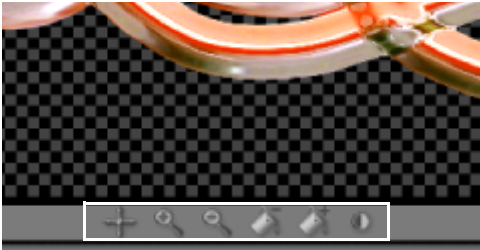
As you move over the colors, the color swatch shows both the new and the original color.

To choose a shade of gray

- 1 Click and hold a color swatch to activate the color picker.
- 2 Drag your cursor over the top bar and release the mouse button over the shade of gray you want to select.

NAVIGATION, Fill, AND INVERSION TOOLS

The Preview window is where you apply KPT Gel effects and the results are displayed. The bar across the bottom of the window contains navigation, fill, and inversion controls.



The navigation icons on the Preview Window.



Pan allows you to pan within the Preview window by clicking the crosshair. This can be used to access corners of the document at 2:1 or 4:1 zoom. Panning also works at 1:1 or when zoomed out, which is useful when working with a large image. Shortcut Key: Spacebar+Drag on Preview.



Zoom + zooms in the Preview window. Each click magnifies the image to the next preset percentage (by a factor of two, up to a maximum 4:1). At maximum magnification, the Zoom tool is grayed-out. Shortcut Key: Command/Ctrl + (plus sign).



Zoom - zooms out the Preview window. Each click reduces the image to the next preset percentage (by a factor of two, up to a maximum 1:8). At minimum magnification, the zoom tool appears grayed-out. Shortcut Key: Command/Ctrl - (minus sign).



Fill + fills the entire document or selection with gel to the maximum depth. Use the Knife tool to carve away the gel or the Splatter tool to create a splatter effect. This icon can be used to create a background or to fill in text. After using Fill +, use the Eraser, Knife, or Splatter tools to indent the gel surface and continue brushing. Shortcut Key: Option/Alt + Delete.



Fill - removes all gel from the document or selection. Click this icon if you want to erase all the KPT Gel brush effects at once. Shortcut Key: Delete.



Invert inverts the gel heightmap, so that raised areas become groves in a sheet of gel covering your image. Shortcut Key: Command/Ctrl + I.

Using Brushes and Tools

The Gel Brush panel displays all the available brushes and tools you can use with KPT Gel. As you switch between different tools, you can set their size, flow, and softness.



The Gel Brush panel.

To select a KPT Gel tool

- Move your cursor across the panel and click the tool that you want to use. Tool names are displayed on the title bar.
Once selected, the active tool is displayed in color, while the other tools are grayed-out.

Setting Brush Options

You can adjust Size, Flow, Softness, Animation Speed, how gel blends with the gel beneath it, and how a brush is displayed (which type of cursor is used) as you work with it to apply and manipulate gel on your image.

Once you've made changes to Brush Options, you may wish to reset the current brush, or all brushes to their default state.

To reset the current brush to its default state

- 1 Click the Brush option menu triangle in the top right corner of the Gel Brush panel.
- 2 Choose Reset Current Brush to Default.

To reset all brushes to their default states

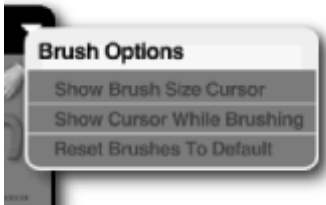
- 1 Click the Brush option menu triangle in the top right corner of the Gel Brush panel.
- 2 Choose Reset Brushes to Default.

Selecting a Cursor

You can choose between different cursors or visual representations of the tool that you're using. You can set the cursor to be a small cross-hair (for extra-fine detail work), a circle the size of the gel that will be applied (letting you see the image you're working with, while still being able to evaluate how large an area is affected), or use the Show Cursor While Brushing option to use a 3D image of the brush as your cursor.

To USE A CROSS-HAIR CURSOR

- 1 Click the Brush option menu triangle in the top right corner of the Gel Brush panel.



Use the Brush option menu to set the cursor for how you like to work.

- 2 Choose Show Brush Size Cursor.
- 3 Set the Brush Size to 2 pixels. Refer to “Setting Brush Options” on page 15 for more about setting Brush Size.

To USE A CIRCLE THE SIZE OF THE BRUSH AS THE CURSOR

- 1 Click the Brush option menu triangle in the top right corner of the Gel Brush panel.
- 2 Choose Show Brush Size Cursor.
- 3 Set the Brush Size to greater than 2 pixels. Refer to “Setting Brush Options” on page 15 for more about setting Brush Size.

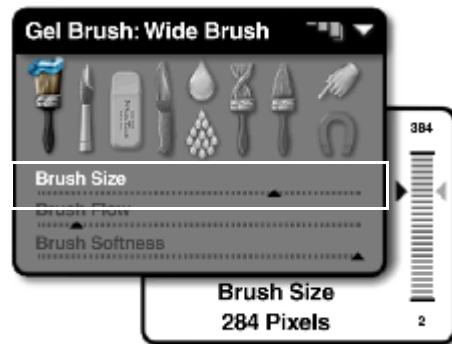
To USE A 3D IMAGE OF THE BRUSH AS THE CURSOR

- 1 Click the Brush option menu triangle in the top right corner of the Gel Brush panel.
- 2 Choose Show Cursor While Brushing.

- 3 Set the Brush Size to greater than 2 pixels. Refer to “Setting Brush Options” on page 15 for more about setting Brush Size.

Brush Size

The Brush Size option lets you control how many pixels are covered by the brush as you use it to apply a KPT Gel effect. The greater the number of pixels, the larger the area in the image or selection that’s effected. You can make brushes as small as 2 pixels (for really detailed work) or up to 384 pixels (when one grand sweep is what’s called for).



Set Brush Size by clicking the slider or typing in a numeric value.

To Adjust Brush Size

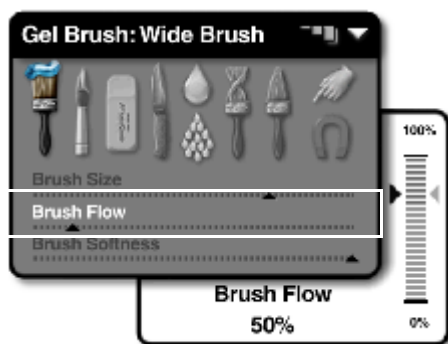
- 1 Click the Brush Size setting and move the slider right (larger brush) or left (smaller brush) or drag the marker on the ruler up (larger) or down (smaller).
The ticks on the ruler show you the adjustment increments. The small ghosted arrow (on the right) indicates the last value you entered.

To type A NUMERICAL value

- 1 Click the number displayed on the panel.
- 2 Type the desired value.

Brush Flow

Brush Flow controls the flow of media being applied by a brush or how much the gel “builds up” as you work. You can make a brush as small as 1.0% (for slow gel application) or as great as 100.0% (when a thick pile of gel is what you want).



Set Brush Flow by clicking the slider or typing in a numerical value.

To SET BRUSH FLOW

- Click the Brush Flow setting and move the slider right (heavy flow) or left (light flow) or drag the marker on the ruler up (heavy) or down (light).

The ticks on the ruler show you the adjustment increments. The small ghosted arrow (on the right) indicates the last value you entered.

To type A NUMERICAL value

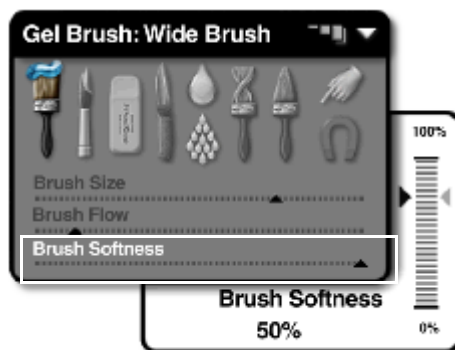
- 1 Click the number displayed on the panel.
- 2 Type the desired value.

Note

Brush Size and Brush Flow can be set for each of the KPT Gel brushes. If you do not set them, the default settings are used.

Brush Blending

Brush Blending controls how gel behaves when it's applied over other gel, or how it blends. Brush Blending can range from 0.0% (the brushing effect is purely additive) to 100.0% (maximum interaction). When you set Brush Blending to 0.0%, the gel you're applying preserves fine details, like a large soft brushstroke or a rising tide preserving the details of the ocean waves on its surface. Set the percentage high, and the effect will cover up fine details beneath it, like falling snow fills in footprints.



Set Brush Blending by clicking the slider or typing in a numerical value.

To SET BRUSH BLENDING

- Click the Brush Blending setting and move the slider right (maximum blend) or left (minimum blend) or drag the marker on the ruler up (more) or down (less).

The ticks on the ruler show you the adjustment increments. The small ghosted arrow (on the right) indicates the last value you entered.

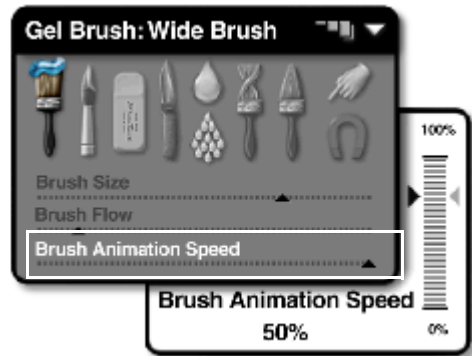
To TYPE A NUMERICAL VALUE

- Click the number displayed on the panel.
- Type the desired value.

Note Brush Blending can be set for the Wide Brush, Thin Brush, Eraser, Knife, Smear Tool, and Magnet.

BRUSH ANIMATION SPEED

Brush Animation Speed controls how fast an effect is applied. For example, you can set how fast gel is twirled when using the Twirl Brush. Set Brush Animation as low as 0.0% (the slowest speed possible) to 100.0% (maximum speed). When you set Brush Animation Speed at 0.0%, you can physically move the brush, controlling completely the effect you are applying. The greater the speed, the more animated the brush effect becomes, without requiring you to move the tool. This allows effects like Twirl or Pinch to be performed in-place. With Speed set low, an effect acts more like a paintbrush, with it set high, it acts more like a continuous-flow airbrush.



Set Brush Speed by clicking the slider or typing a numerical value.

Note Brush Speed is used with the Smooth, Splatter, Twirl +/-, and Pinch/Bulge tools.

To ADJUST BRUSH ANIMATION SPEED

- Click the Brush Animation Speed setting and move the slider right (maximum blend) or left (minimum blend) or drag the marker on the ruler up (more) or down (less).

The ticks on the ruler show you the adjustment increments. The small ghosted arrow (on the right) indicates the last value you entered.

To TYPE A NUMERICAL VALUE

- Click the number displayed on the panel.
- Type the desired value.

Note

Tablet users: KPT Gel supports pressure-sensitivity, and some of the brushing tools have been specialized to work better with tablets. The Wide Brush tool varies its flow as the pressure changes, but keeps a constant physical size. The Thin Brush tool varies its size as the pressure changes, but keeps a constant level of flow. Similarly, the Eraser and Magnet tools vary their flow with pressure, while the Knife and Smear tools vary their size with pressure. This behavior attempts to approximate how physical versions of these tools would behave, and adds an extra degree of realism to the KPT Gel painting engine for tablet users.

CHOOSING A BRUSH OR TOOL

Wide Brush



The Wide Brush applies a large amount of gel to the image or selection.

TO USE THE Wide BRUSH

- 1 Click the Wide Brush icon on the Gel Brush panel.
- 2 Set the Brush Size, Flow, and Softness to desired settings.

- 3 Move your cursor across the selection you want to cover with gel.

Thin Brush



The Thin Brush applies a small amount of gel to the image or selection. It allows you to add precise detail.

TO USE THE Thin BRUSH

- 1 Click the Thin Brush on the Gel Brush panel.
- 2 Set the Brush Size, Flow, and Softness to desired settings.
- 3 Move your cursor across the selection you want to cover with gel.

ERASER



The Eraser works like a standard eraser taking away gel.

TO USE THE ERASER

- 1 Click the Eraser on the Gel Brush panel.
- 2 Set the Brush Size, Flow, and Softness to desired settings.
- 3 Move your cursor across the selection you want erase.

Knife



The Knife carves (removes) gel that you've applied.

To use the Knife

- 1 Click the Knife on the Gel Brush panel.
- 2 Set the Brush Size, Flow, and Softness to desired settings.
- 3 Move your cursor across the selection you want to carve.

Smooth

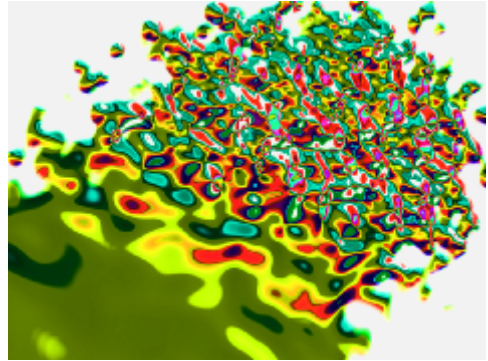


The Smooth tool lets you flatten, “buff,” or “melt” gel into a desired effect. It softens hard edges. Setting Brush Animation Speed controls how fast the brush smooths gel.

To use the Smooth tool

- 1 Click the Smooth tool on the Gel Brush panel.
- 2 Set the Brush Size, Flow, Softness, and Animation Speed to desired settings.

- 3 Move your cursor across the gel you want to smooth.



Smooth gel.

Splatter



The Splatter tool sprays a shower of random droplets onto the gel material. Think of Splatter as a tool to apply image “noise.” Setting Brush Animation Speed controls how fast the brush splatters the gel.

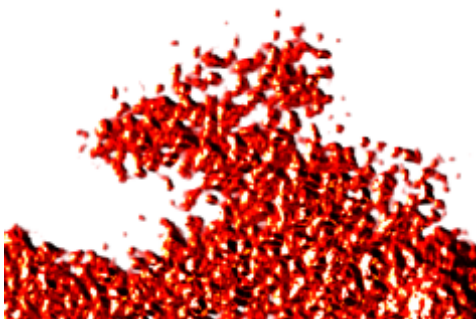
Setting a low Brush Flow creates a gradual “melting” effect for finely detailed areas. Remember, if the setting is 0, nothing happens.

Tip

To use the Splatter icon

- 1 Click the Splatter icon on the Gel Brush panel.
- 2 Set the Brush Size, Flow, Softness, and Animation Speed to desired settings.

- 3 Move your cursor across the selection you want to cover with splattered gel.



Splattered gel.

Twirl +/-

The Twirl + icon is a toggle switch that allows you to switch between Twirl + and Twirl -.



The Twirl + (clockwise) KPT Gel Brush allows you to twirl gel, moving it in a clockwise direction underneath the brush. The result is an effect that contains clockwise twirl patterns. Setting Brush Animation Speed controls how fast the brush twirls the gel.



The Twirl - (counter-clockwise) KPT Gel Brush allows you to twirl gel, moving it in a counter-clockwise direction underneath the brush. The result is an effect that contains counter-clockwise twirl patterns. Setting Brush Animation Speed controls how fast the brush twirls the gel.

To use Twirl +/-

- 1 Click the Twirl icon once for clockwise. This is the default.
Click the Twirl icon again for counter-clockwise.
- 2 Set the Brush Size, Flow, Softness, and Animation Speed to desired settings.
- 3 Click the gel you want to twirl.



Twirl + and Twirl -.

Pinch/Bulge

The Pinch icon is a toggle switch that allows you to switch between Pinch and Bulge.



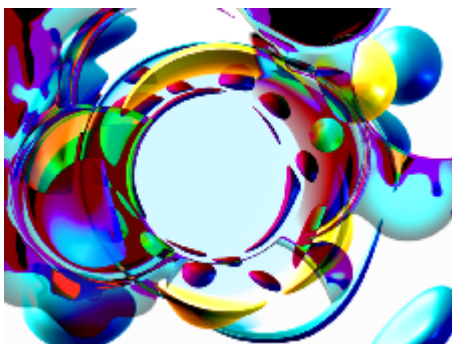
The Pinch Brush shrinks the gel towards the center of the brush. The result is that gel appears to be pulled toward a center or single point. Setting Brush Animation Speed controls how fast the brush pinches the gel.



The Bulge Brush expands the gel outwards from the center of the brush. The result is that gel appears to be pushed outward. Setting Brush Animation Speed controls how fast the brush bulges the gel.

To use Pinch/Bulge

- 1 Click the Pinch icon once for Pinch. This is the default.
- 2 Click the Pinch icon again for Bulge.
- 3 Set the Brush Size, Flow, and Animation Speed to desired settings.
- 4 Click the gel you want to Pinch or Bulge.



Pinch and Bulge.

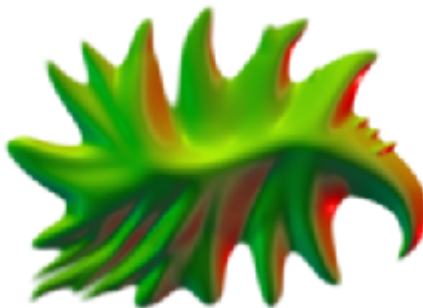
SMEAR



The Smear tool pushes the gel material along with the brush, like fingerpainting.

To use the SMEAR TOOL

- 1 Click the Smear icon on the Gel Brush panel.
- 2 Set the Brush Size, Flow, and Softness to desired settings.
- 3 Move your cursor across the selection you want to maneuver.



Gel manipulated using Smear.

MAGNET



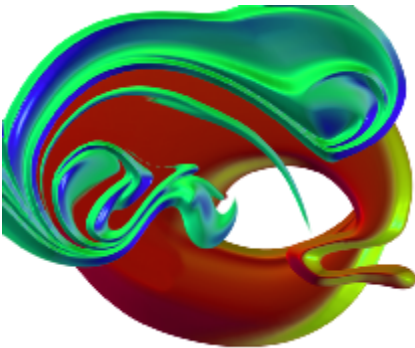
The Magnet pulls the gel material gently along with the brush.

TO USE THE MAGNET

- 1 Click the Magnet icon on the Gel Brush panel.
- 2 Set the Brush Size, Flow, and Softness to desired settings.
- 3 Move your cursor across the selection you want to reshape.

Tip

Setting a very low Brush Flow for the Magnet, combined with a Brush Softness of zero allows you to precisely reposition gel. Using the Magnet can slightly blur fine details, but works well for manipulating soft shapes.



Gel manipulated by the Magnet.

Working with Lights

The 3D Lighting panel lets you position light sources in 3D space and set their colors and brightness.



The 3D Lighting panel.

Adding and Deleting Lights

When you first access the 3D Lighting panel, it has three lights. You can add more lights to illuminate the image from additional angles or to mix light colors on the surface of your object.

To Add A light source

- Click the Add Light icon.



Add Light icon.

To delete A light source

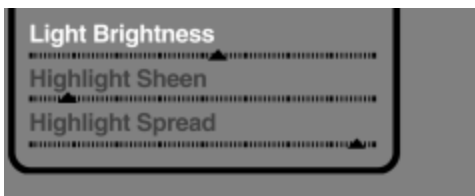
- 1 Select a light source in the light preview.

- 2 Press Option/Alt and click the Add Light icon or press Delete.

SETTING HIGHLIGHTS AND BRIGHTNESS

KPT Gel's lights can be used to create complex lighting effects. To facilitate creative lighting, you can control light brightness, as well as light highlights.

Overall light brightness is controlled by a combination of light intensity and the size and spread of light highlights. The Light Brightness, Highlight Sheen, and Highlight Spread sliders are used to adjust how a light affects the gel you're applying.



Use these sliders to control overall light brightness.

- The Light Brightness slider controls light intensity.
- The Highlight Sheen slider controls the intensity of highlight.
- The Highlight Spread slider controls the size of highlights that appears on your gel.

By combining these three settings, you can control how a light affects your gel. For example, large highlights combined with high brightness can make gel appear very bright. Small, bright highlights can make gel look shiny.

Lights can also be set to cast Soft (fuzzy-edged) or Sharp highlights.

To SET SOFT OR SHARP HIGHLIGHTS

- 1 Click on a light.
- 2 Click the Sharp/Soft toggle button to toggle between Sharp or Soft highlight edges.



Toggle between Sharp and Soft type toggle.

To SET LIGHT BRIGHTNESS

- 1 Click a light source.
- 2 Drag the Light Brightness slider. Drag to the right to increase brightness, or left to decrease it.

To SET HIGHLIGHT SIZE

- 1 Click a light source.
- 2 Drag the Highlight Spread slider. Drag to the right to increase highlight size, or left to decrease it.

To SET HIGHLIGHT INTENSITY

- 1 Click a light source.
- 2 Drag the Highlight Sheen slider. Drag to the right to increase highlight brightness, or left to decrease it.

TURNING LIGHTS ON AND OFF

The On/Off toggle button lets you turn a light on or off.

To TURN A light ON OR off

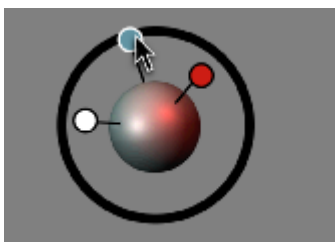
- 1 Click on a light.
- 2 Click the On/Off toggle button to toggle between on and off.



On/Off light toggle.

Positioning Lights

The sphere in the center of the control represents your object in three-dimensional space. The balls surrounding the large sphere in the center represent light sources.



Drag light circles to reposition lights.

By dragging these light sources to different positions around the ball, you can adjust the lighting angle on your gel.

Tip

You can also drag the large sphere to reposition all the lights at once.

Sending Lights to Front or Back

The Front/Back button lets you quickly move a light to the front or back of your gel.

To SEND A light TO FRONT OR back

- 1 Click on a light.
- 2 Click the Front/Back button to change between in front of or behind the gel you're applying.



The Front/Back button.

Setting Light Color

A light's color can tint the color of all the gel you're working with. Light color is reflected in highlights.

You can mix light colors. For example, if you have a blue light source and a yellow light source, your gel has a greenish highlight.

To CHANGE A light's color

- 1 Click one of the light sources in the light control.
- 2 Click the color dot in the bottom left corner of the 3D Lighting panel. The Color Picker appears. While pressing the mouse button, drag the cursor over the color you want to use.

When you release the mouse button, the color is selected. Refer to "Using the

Color Picker” on page 13 for more about using the color picker.



The Light color dot.

CONTROLLING GEL MATERIAL

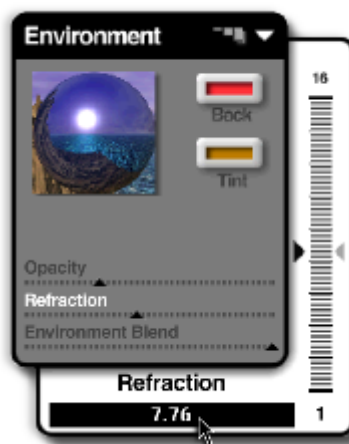
The Environment panel provides control over the look of the current gel material, including its reflection map, transparency, and other controls.

The Environment Map image contributes to the visual appearance of the gel. An environment map is nothing magical; it's usually just a photograph, like a photo of a reflective gazing ball. Any spherical object can be used as an environment map image. Spherical objects work better than flat objects, allowing the 3D capabilities of KPT Gel to be exploited.

Several environment maps are provided as a starting point. Feel free to examine and edit these within your painting application, and use them to create new gel materials.

Tip

Because of the way KPT Gel maps images onto gel, it's not necessary to create large environment map images for larger gel areas. Your environment map should be no larger than 512 x 512 pixels. In fact, a 256 x 256 pixel image works fine in most cases.



The Environment panel.

LOADING AN ENVIRONMENT Map IMAGE

An environment map can be any RGB or grayscale image stored on your system. To simulate realistic-looking materials, the environment map should be a photograph of a spherical object, such as a garden gazing ball. Whatever the sphere looks like, the gel will look like, too. If you photograph a metallic ball, the gel will look metallic. If you photograph a pink rubber ball, you will get pink rubber gel. Solid colors generally work best. Complicated textures like a rainbow-striped beach ball won't work as well. If you have KPT Spheroid Designer, KPT Glass Lens, Bryce 4, or another 3D rendering program, you can render spherical objects and use them as environment maps with excellent results. You can also load presets from the Environment Presets Library. Refer to “Working with presets” on page 10 for more about using the Environment Presets Library.

To load AN ENVIRONMENT MAP

- 1 In the Environment panel, click the arrow icon at the top of the panel and choose Load from the options menu.
- 2 Locate the file you want to use and click OK. A preview of the image appears in the panel.

Adjusting Refraction

When Refraction is applied to transparent gel, it causes the background image to distort. (Think of looking through curved glass.) The higher the Refraction setting, the more warped the image becomes. You can use a Refraction setting of 1.1 to simulate plastic, 1.33 for water, 1.5 for glass, 2.5 for diamond, or use other settings to invent your very own materials. Opacity must be set to less than 100% for Refraction settings to apply.

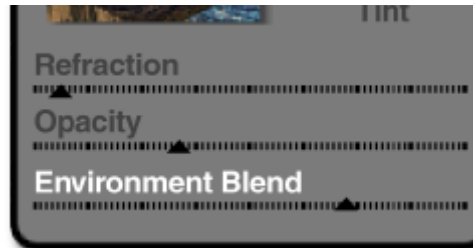
In physics, the Refractive Index of a transparent material controls the degree to which it bends light passing through it. Clear plastic bends light only a little, water bends more, glass still more, and diamonds bend it strongly, which is partially why diamonds sparkle the way they do.

KPT Gel simulates these effects by allowing you to control the refractive index of transparent gel material. With the Refraction slider set to minimum, gel won't bend light at all—the image underneath the gel is undistorted. At maximum, the image below becomes heavily warped by slight changes in the gel's surface. And of course, KPT Gel lets you fine-tune the setting to anywhere in-

between. Values can range from 1.0 (minimum—the image underneath the gel is visible) to 4 (maximum—the image becomes distorted by the gel).

To add REFRACTION TO A SURFACE

- Adjust the position of the Refraction slider or click the number below and type in a value. The higher the refraction value, the more distorted the reflections appear.



The Environment panel sliders.

Setting Surface Opacity

The Opacity control has its own special properties. Reducing opacity gives gel transparent properties, which allows for a wide variety of visual effects. Even with Opacity set to 0% (100% transparent), reflections of highlights in the gel are still partially visible, just as they are with any transparent material, like water or glass. This greatly enhances the realism of the transparent effect.

The Opacity slider can be adjusted smoothly between 0% and 100%, for fine-tuning the material's visual transparency.

Note

When Opacity is set to 100%, applying gel is significantly faster. Reducing the opacity (allowing light to penetrate through the gel to the background image) slows down the application speed. (On faster machines, this should be less noticeable.)

To adjust opacity

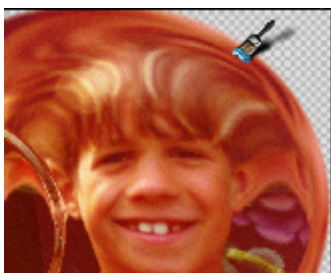
- Adjust the position of the Opacity slider or click the number below and type in a value. Values can range from 0.0% to 100.0%.

Note

You can use Refraction and Tint Color, when Opacity is set to less than 100%.

Smoothing Out Pixilation

You can improve gel quality by smoothing out pixilation artifacts (at a slight speed cost). Turning Anti-Alias off results in rougher-quality previews but slightly faster gel application. The distinction is most visible when zoomed in. The final apply is always anti-aliased for best quality.



KPT Gel using the Preview Against Antialias mode.

The Antialias option removes jagged edges from a pasted or placed selection by making a subtle transition between the edges of the selection and its surrounding pixels. Turning off this option helps maintain the hard edges of line art as it is rasterized.

To smooth out pixilation

- 1 Click the triangle icon at the top of the Preview window.
- 2 Choose Preview Against Anti-alias.

Reducing Aliasing

You can reduce aliasing, or pixel artifacts, by having KPT Gel calculate and average several samples per pixel. This causes the final apply to be substantially slower (up to 16x slower) than the standard apply, but the resulting output can be well worth the wait.



KPT Gel using the 4:1 Oversampled Apply mode.

To reduce aliasing

- 1 Click the triangle icon at the top of the Preview window.
- 2 Choose 4:1 Oversampled Apply.

BLENDING THE ENVIRONMENT Map

The Environment Blend slider controls the blending between the selected environment map and the 3D light sources.

With Environment Blend at 100%, lights are ignored and the environment map is used without modification. With Environment Blend at 0%, only the additional lights are used to light the gel material and the environment map is ignored. With Environment Blend at 50%, the environment map and additional lighting are given equal weight, causing the gel material to be lit by a synthesis of the two. Of course, the slider can be positioned anywhere in-between, to fine-tune the blending effect.

To SET ENVIRONMENT BLEND

- Adjust the position of the Environment blend slider or click the number below and type a value.

TINTING AN ENVIRONMENT Map

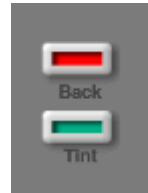
In real life, there are two distinct ways to color transparent material. Either you can paint a layer of color onto the surface of the material, or you can mix the color straight into the material itself. Visually, the second approach results in material which changes color as it becomes thicker, which is what the Tint Color control in KPT Gel allows you to do. Opacity must be set to less than 100% for Tint settings to apply.

For example, the deep end of a swimming pool appears darker blue than the shallow end, and on the top step the water becomes virtually transparent. The lighter the tint color, the deeper you'll have to paint the gel to see the tint darken.

Choosing white as the tint color yields no tint at all. Dark, saturated colors tend to produce interesting tinted gels, though your experiences may vary. Feel free to experiment!

To CHOOSE A TINT COLOR

- Click and hold the Back color swatch to activate the color picker. Refer to “Using the Color Picker” on page 13 for more about selecting color.



Click a color swatch.

Tip

Setting the Tint color to solid white improves the speed at which gel can be applied.

SETTING THE BACK COLOR

The Back Color only applies when used with transparent gel being applied onto a partially transparent image.

To understand the Back Color setting, it might be helpful to understand a little about what's going on “underneath the hood.” KPT

Gel performs a complicated series of effects on the underlying image.

First the background is distorted by the gel’s optical refraction, then the distorted background is tinted using the Tint Color setting, and finally the Environment Map and Lighting controls are composited on top.

The sum of these effects can’t be adequately represented in a flat painting layer, and since no painting applications currently provide support for these nonstandard effects, KPT Gel has to find a way to “flatten” itself onto a standard painting layer. This requires that transparent areas of the background image be filled with a solid color before the gel is composited on top.

The Back Color control allows the user to select the color to be used for this purpose, and dims itself out when it is not needed (when either the current gel material or background image is fully opaque).

To choose a background color

- Click and hold the Tint color swatch to activate the color picker. Refer to “Using the Color Picker” on page 13 for more about selecting color.



Click a color swatch.

Using Keyboard Commands

Keyboard commands are especially useful for operations that you perform frequently. This section lists KPT Gel-specific commands.

WHEN LIGHT PANEL is TOPMOST (ACTIVE) PANEL

What you press:	The results you get:
Command/Ctrl+L	Load Light Preset
Command/Ctrl+S	Save Light Preset
Delete	Delete Light (with light selected)

WHEN LIGHT ENVIRONMENT is ACTIVE PANEL

What you press:	The results you get:
Command/Ctrl+L	Load Environment Map Preset
Command/Ctrl+S	Save Environment Map Preset
Command/Ctrl+I	Import Environment Map from a file

Global Commands

What you press:	The results you get:
Command/Ctrl +	Zoom In
Command/Ctrl -	Zoom Out
Spacebar + Drag on Preview	Pan
Delete	Fill Minus/ Reset
Option/Alt + Delete	Fill Plus
Command/Ctrl + Left Arrow	Select Previous Brush
Command/Ctrl + Right Arrow	Select Next Brush
Command/Ctrl + Up Arrow	Increase Brush Size in small increments
Command/Ctrl + Down Arrow	Decrease Brush Size in small increments
Command/Ctrl + Shift + Up Arrow	Increase Brush Flow
Command/Ctrl + Shift + Down Arrow	Decrease Brush Flow
Command/Ctrl + A	Toggle Preview Anti Aliasing On/Off
Command/Ctrl + M	Fill Selection
Command/Ctrl + H	Toggle Horizontal Mirroring
Command/Ctrl + V	Toggle Vertical Mirroring
Command/Ctrl + I	Invert gel

While using the KPT Gel Brushes

The Brush you are using can also determine how the shortcut key responds to different commands. If you select a wide-type brush (Wide Brush, Eraser, and Magnet), the modifier keys change to another wide-type brush. The same goes for selecting thin-type brushes (Thin Brush, Knife, and Smear). The modifier moves to other thin-type brushes. The following is a list of brush usage.

Current Brush	Option/Alt	Shift	Ctrl/Ctrl
Wide Brush	Eraser	Smooth	Magnet
Thin Brush	Knife	Smooth	Smear
Eraser	Wide Brush	Smooth	Magnet
Knife	Thin Brush	Smooth	Smear
Smear	Knife	Smooth	Smear
Magnet	Eraser	Smooth	Magnet
All Others	Eraser	Smooth	Magnet

Note You must hold down the shortcut key while clicking the mouse button.

You can always Undo your last action using Command/Ctrl + Z. If you return to the host application and do not like the effect of KPT Gel, use Edit > Undo.

INDEX

NUMERICS

3D materials
 KPT Gel 12
3rd Party 4

A

aliasing, KPT Gel 28
animation speed
 brush 18
Apple 4

B

back color
 setting in KPT Gel 29
backgrounds
 applying to Preview window 9
blending
 KPT Gel 17
 using brushes 17
brightness
 KPT Gel 24
Brushes
 twirl 21
brushes
 blending 17
 eraser 19
 flow 17
 KPT Gel 15, 19
 options 15
 size 16
 thin 19

C

color picker
 KPT Gel 13
Contact 5
Corel 1, 3, 4
 about Corel Corporation 4
 Customer Support Services 4

KPT Channel Surfer 3
KPT Collection 1
KPT FiberOptix 1
KPT Fluid 3
KPT Frax4D 1
KPT FraxFlame II 3
KPT Gel 2
KPT Gradient Lab 3
KPT Hyper Tiling 3
KPT Ink Dropper 3
KPT Lightning 3
KPT Projector 2
KPT Pyramid Paint 4
KPT RadWarp 3
KPT Reaction 2
KPT Scatter 4
KPT ShapeShifter 1
KPT Turbulence 2
 technical support 5
Corel KPT Collection 1, 4
cross-hair cursor
 KPT Gel 16

D

disabling lights 24

E

effects
 previewing 8
Environment map
 KPT Gel 26
environment map
 KPT Gel 29
 tinting 29
environment maps
 loading in KPT Gel 26
eraser
 KPT Gel 19
exporting
 presets 11

F

fax 6
filters 1, 2, 3, 4
 accessing 7

- installing 7
- KPT Collection 1
- KPT Goo 2
- KPT Ink Dropper 3
- KPT Scatter 4
- quitting 7, 8
- flow
 - KPT Gel brushes 17
- For 5
- Founded 4
- G**
- gel material
 - controlling 26
- getting started 7
- grays
 - choosing in KPT Gel
- KPT Gel
 - choosing shades of gray 13
- H**
- highlights
 - KPT Gel 24
- I**
- importing
 - presets 11
- installing
 - filters 7
- K**
- knife
 - KPT Gel 20
- KPT 3
- KPT Channel Surfer 3
- KPT Collection 7
 - accessing filters 7
 - installing 7
 - installing filters 7
 - KPT Blurrrr 1
 - KPT Equalizer 1
 - KPT Fluid 3
 - KPT Frax4D 1
 - KPT FraxFlame II 3
 - KPT FraxPlorer 1

- KPT Goo 2
- KPT Gradient Lab 3
- KPT HyperTiling 3
- KPT Ink Dropper 3
- KPT LensFlare 2
- KPT Lightning 3
- KPT Materializer 2
- KPT Noize 2
- KPT Pyramid Paint 4
- KPT Scatter 4
- Preview window 8
- KPT FiberOptix 1
- KPT Fluid 3
- KPT FraxFlame II 3
- KPT Gel 24
 - aliasing 28
 - back color 29
 - brightness 24
 - brush animation speed 18
 - brush options 15
 - brush size 16
 - brushes 15, 19
 - color selection 13
 - cursor preferences 15
 - deleting lights 23
 - enabling lights 24
 - environment blend slider 29
 - environment maps 26, 29
 - eraser 19
 - fill tools 14
 - filling tools 14
 - highlights 24
 - invert tool 14
 - Keyboard shortcuts 30
 - knife 20
 - light color 25
 - lights 23
 - magnet tool 23
 - material 26
 - navigation tools 14
 - pan tool 14
 - pinch/bulge 21
 - pixelization 28
 - positioning lights 25
 - refraction 27

- settings 13
- smear tool 22
- smooth tool 20
- splatter tool 20
- surface opacity 27
- tools 20, 21
- twirl 21
- using lighting 23
- zoom tool 14
- zoom tools 14
- zooming 14
- KPT Gradient Lab 3
- KPT Hyper Tiling 3
- KPT LensFlare 2
- KPT Lightning 3
- KPT Materializer 2
- KPT Projector 2
- KPT Pyramid Paint 4
- KPT RadWarp 3
- KPT Reaction 2
- KPT Turbulence 2
- KPTCollection user guide 4

L

- lights
 - adding and deleting 23
 - coloring 25
 - KPT Gel 23, 25
 - on/off 24

M

- Mac 4
- magnet tool 23
- mail 6
- Maps, environment, KPT Gel 26
- memory dots
 - workspace 9
- Microsoft 4
- moving
 - Preview window 8, 9
 - sliders 8

N

- navigation tools

- KPT Gel 14

O

- opacity
 - setting surface 27

P

- panel settings
 - clearing 10
 - restoring defaults 10
 - storing 9, 10
 - using 10
- panels
 - restoring default settings 10
 - setting display styles 8
- pixelization
 - KPT Gel 28
- presets
 - exporting 11
 - importing 11
 - loading 10
 - saving 11
- Preview window
 - applying backgrounds 9
 - moving 8, 9
 - sizing 8
- previewing
 - filter effects 8
- Previewing filter effects 8

R

- refraction
 - adjusting in KPT Gel 27
- restoring
 - default panel settings 10
 - default workspace settings 10

S

- saving
 - panel settings 9
 - presets 11
 - workspace settings 9
- settings
 - storing 9
- Shortcuts, keyboard

- KPT Gel 30
- sizing
 - Preview window 8
- sliders
 - KPT Gel
- KPT Gel
 - slider settings 13
 - moving 8
- smearing 22
- smoothing 20
- splattering 20
- storing
 - panel settings 9
 - workspace settings 9
- surface opacity
 - KPT Gel 27
- T
- tablets
 - KPT Gel 8
- tablets, KPT Gel 19
- technical support 4, 5, 6
 - online 5
 - telephone 5
- telephone 5
- The 1, 2, 3, 4
- tools
 - filling in KPT Gel 14
 - inversion in KPT Gel 14
 - KPT Gel 20, 21, 22, 23
 - navigation in KPT Gel 14
 - pan 14
 - pinch/bulge 21
 - zoom 14
 - zooming in KPT Gel 14
- Twirl +/-
 - KPT Gel 21
- U
- user guide 4
 - conventions 4
- W
- Windows 4

- Working 10
- workspace
 - applying fun icons 9
 - changing icons 9
 - customizing 9
 - displaying controls 9
 - displaying fun icons 9
 - hiding controls 9
 - restoring default settings 10
 - storing settings 9
- workspace settings
 - storing 10