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Welcome

Thank you for purchasing Eye Candy from Alien Skin Software. Eye Candy is a collection of 30 filters that renders beautiful and realistic effects that are difficult to achieve in Photoshop alone. With over 1000 presets and hundreds of controls, it gives you all the power you need for your next graphic design project. Eye Candy also supports features like 16-bit/channel image support, CMYK mode and it is compatible with 64-bit Photoshop CS4 suitable for the most demanding production environments.

Eye Candy's filters are divided into two groups. The Text & Selection group consists of filters that typically apply to a shape like a text layer or a logo with a transparent background. The shape can also be specified using a selection on a background layer. The Textures group consists of filters that typically apply to the entire image, not a particular shape. So it is appropriate to apply these filters to background layers with no selection. Many filters in this category will generate content, which means that they will fill a blank layer with the filter effect. Several filters in this category can also create a painterly effect by modifying the underlying image.

Overview – Text & Selection Filters

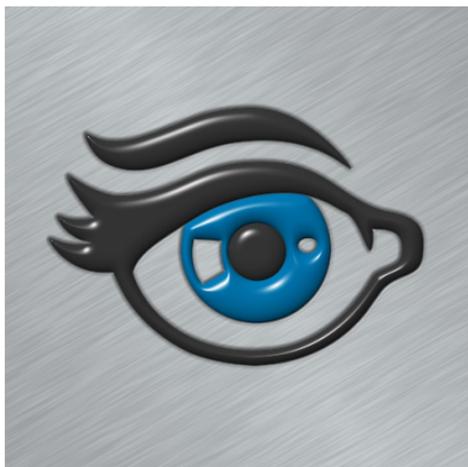
The following is a quick overview of each of the Text & Selection filters. You can click on the filter name to jump to the chapter that tells you more about the filter.

Backlight



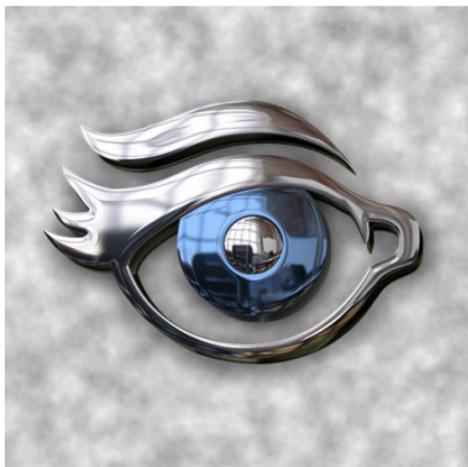
Backlight creates a brilliant light source behind selections, simulating heavenly rays, eclipses, light filtering through porous objects, glowing slices of light and more. Gradient controls provide an unlimited variety of colorful light sources: yellow beams of sunshine, blinding stage light, blue moon rays or anything else you can imagine. In-preview controls enable click and drag visual editing and make Backlight a cinch to use.

Bevel



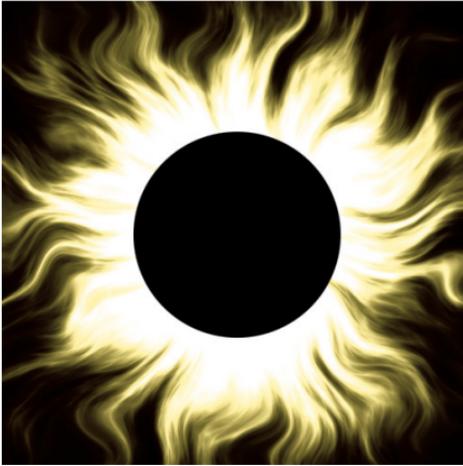
Bevel creates a wide variety of embossed, carved and beveled shapes. Bevel quickly imitates shiny embossed metal. With new surface textures, Bevel also renders pitted, bumpy and craggy objects. Advanced shaping tools give you direct control over the bevel profile. Smoothness and corner rounding controls yield smoother, softer effects. Bevel is perfect for creating interface buttons, eye-popping text and more.

Chrome



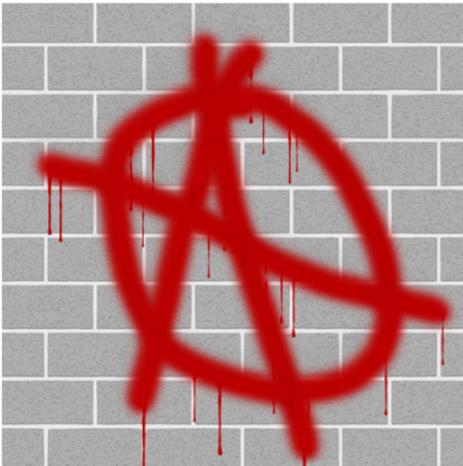
Chrome simulates mirror-polished chrome, liquid metal and other shiny surfaces. Chrome features advanced reflection map technology, which yields more realistic reflections. Built-in beveling tools are vastly improved, generating smoother, better looking bevels, including corner rounding on sharp edges and angles. Chrome shares Bevel's easier-to-use bevel editor and adds surface textures to further expand the versatility of the filter.

Corona



Corona creates radiant solar flares, glowing aurora, and fills selections with gaseous clouds. Using one of two modes, you can create linear or wavering solar flares. You can also control the corona's expansion from the selection edge.

Drip



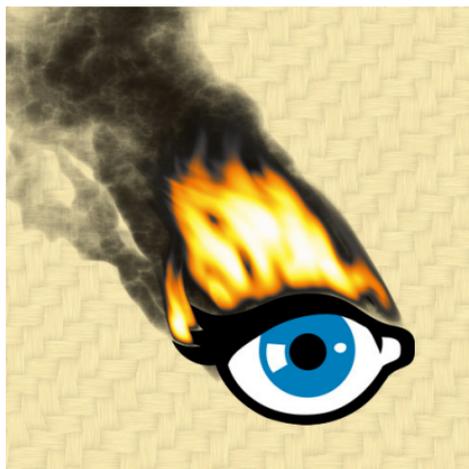
Drip simulates liquid trickling from the bottom of a selection and, optionally, melts the original selection. Drips flow from the bottom of the selection like paint dribbles. Image features stretch along the path of the drips. By tweaking melt features, you can liquefy the entire selection

Extrude



Extrude simulates retro 3-D shape and lighting. A perspective effect akin to pressing dough through a selection, Extrude makes eye-catching text; objects explode from backgrounds. Extrude is about as simple to use as a filter can be. In-preview controls provide click-and-drag adjustment of several sliders.

Fire



Fire simulates a wide variety of flames and flame-like effects. Using direction controls, you can simulate effects far beyond simple fires, like rocket exhaust. Color controls allow you to simulate anything from blue propane flames and to white hot blast furnaces.

Glass



Glass renders a shiny, translucent coating over selections; you know, like glass! Glass renders smoother, shinier surfaces, instantly making glass buttons à la Macintosh. It also has built-in drop shadow controls, reflection maps for creating a reflective surfaces and improved accuracy in simulating visual refraction and distortion beneath selections.

Gradient Glow



Gradient Glow does so much more than glow. It still creates a simple halo of light or a rainbow around any selection. Now with complex gradients fashioned with our color gradient editor, Gradient Glow can surround objects in neon tubes, spooky haze and more. New distortion and lumpiness controls add variety to the attainable effects.

Icicles



The Icicles filter renders dripping ice from any selection. You can specify the length, width, pointedness and color of the icicles. You can also manipulate opacity and refraction to reveal images under the ice. As you might imagine, Icicles compliments Snow Drift nicely.

Motion Trail



Motion Trail creates semi-transparent streaks along a flexible path. An in-preview control precisely steers the streak. Objects can turn, swerve, blast off, descend or even travel in a straight line, if you still dig simplicity.

Perspective Shadow



Perspective Shadow creates 3-D perspective and drop shadows as well as reflections. The two modes have been separated to simplify use, and the in-preview controls have been streamlined to offer a more user friendly filter. Still, if you're a beginner and get intimidated by lots of sliders, you'll find plenty of presets to get you rolling, until you feel more comfortable with the filter.

Rust



From crusty iron oxide to aluminum scaling, rust recreates virtually any severe metallic corrosion. You can control the size and color of rust spots, the size and sharpness of surface details and the density of coverage.

Smoke



Using two modes, Smoke simulates anything from pyroclastic eruptions to gentle wisps emerging from the end of a gun barrel. You can control the direction of the smoke, its color, how high it rises and much more.

Snow Drift



Snow Drift adds piles of snow to horizontal sections of a selection. You can pile snow on the top or bottom of the selection. You can also control the thickness and lumpiness of the snow. Optionally, you can dust the surfaces of your entire selection, or entire image, with light snow. By adding more dust to bright spots you can simulate snow piling on rooftops, trees, or any other bright surface.

Overview – Textures Filters

The following is a quick overview of each of the Textures filters. You can click on the filter name to jump to the chapter that tells you more about the filter.

Animal Fur



Animal Fur simulates six categories of mammal hair—anything from dogs to big game. You have control over the color of the fur, its length, and waviness. You can also choose the color and size of spots in the fur. Create photo-realistic fur textures or apply Animal Fur to any selection.

Brick Wall



Brick Wall generates realistic brick surfaces using six traditional bricklaying patterns. You can control the height and width of the bricks, the texture of the brick surface, and the appearance of the mortar.

Brushed Metal



Brushed Metal is an effect that renders architectural surfaces, such as stainless steel diner walls, copper counter tops and colorful anodized aluminum. It is great for backgrounds in user interfaces, web pages and themed compositions. Brushed Metal offers three brush patterns (Linear, Circular, and Hand-brushed) to imitate many etched metals.

Diamond Plate



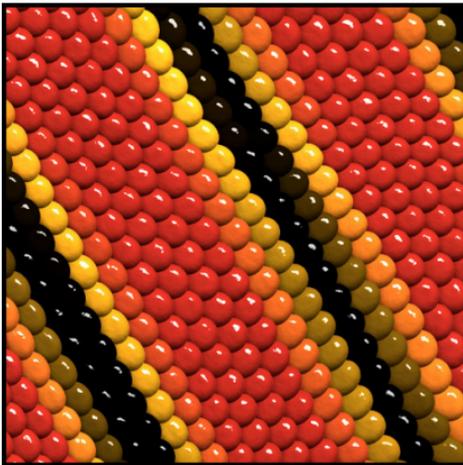
Diamond plate simulates the stamped metal patterns seen on pickup truck bumpers or non-skid stairs in industrial settings. You can add a reflective surface to the texture and control the size and shape of the bumps.

Marble



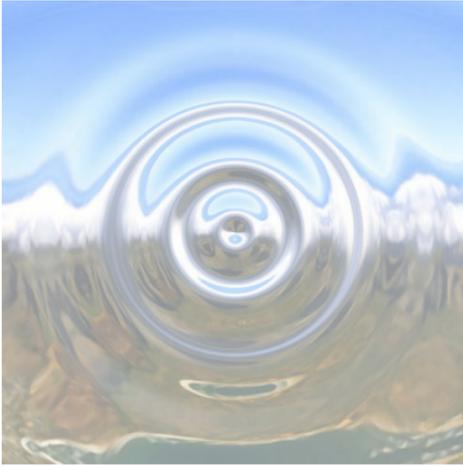
Marble simulates virtually any marbled texture derived from three styles: Veiny, Layered and Fractured. From these three families, you can emulate anything from Travertine to Brecciated textures. You have control over the colors, roughness, and pattern density of the marbled surface.

Reptile Skin



Reptile Skin simulates the scale patterns common to lizard and snake skin. Control the shape of the scales and whether they overlap. Apply Reptile Skin to photo color sources, patterns or solid colors. Create solid or tileable textures or apply Reptile Skin to any selection.

Ripples



The Ripples filter creates anything from perfect concentric waves to the random surface waves of a pond on a windy day. You can add reflection maps to create a shiny surface and use refraction controls to make images look like they are underwater.

Squint



Squint imitates the blurring that might result from bad vision or a shaky cameraman. Squint also creates bright light streaks and kaleidoscopic effects like you might see from oncoming traffic in a rainstorm.

Stone Wall



Stone Wall imitates rough-hewn stone masonry. You can control the width and profile of the mortar and the color of the stones. You can also create a three-dimensionally raised stone with a coarse or smooth surface.

Super Star



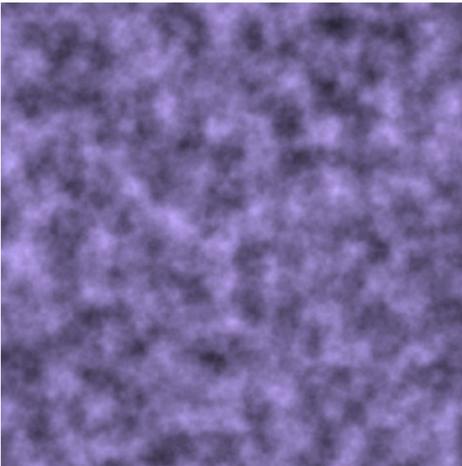
Super Star works in one of three modes: Classic, Curvy and Irregular. Each mode allows you to create many shapes, including gears, flowers, spirographs and more. Advanced controls like those for curved sides, gaps and tip flattening provide endless variations to the filter effect. Super Star includes a color gradient editor for fancy work and options for radiating colors from the edge or center of your stars.

Swirl



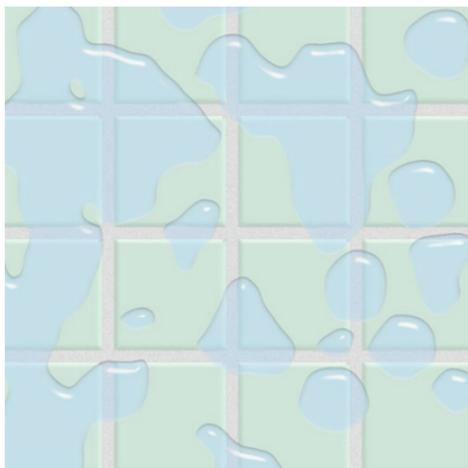
Swirl smears your selection with fine brush strokes. You can swirl images, simple color patterns, or solid colors. Swirls can form tiny whirlpools or sprawling clusters of streaks. Used properly, Swirl adds an impressionist touch to your compositions.

Texture Noise



Used delicately, the Texture Noise filter adds organic texture to images, making them appear more natural by varying hue, saturation, brightness and opacity. However, by tossing subtlety to the wind, you can add flashy, psychedelic highlights to an image, or create solid blocks of texture.

Water Drops



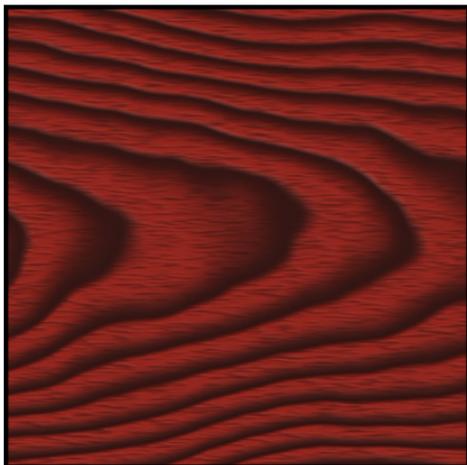
Water Drops creates a wide variety of liquid shapes: spheres, spurts, spills, spots and more. You can select the color of the drops, make them pool together and distort underlying images as if they had been rained on.

Weave



Weave simulates four woven patterns: plain, basket, satin and twill. You can convert photos into woven textures and create solid or tileable textures.

Wood



Wood simulates the features common to sawn lumber, including grain, knots and rings. You can control the thickness and waviness of growth rings, the angle at which the wood is cut and more. Create solid and tileable wood textures.

Installation (same for both Macintosh and Windows)

- Shut down your graphics host program (usually Photoshop).
- Run the installer found on the CD or that you downloaded.
- You may be asked to enter the username and password of an account with administrator privileges. If you don't have administrator privileges, talk to your IT gal or consult your Mac OS or Windows manual.
- After the license agreement screen, you will see a list of compatible graphics programs on your computer. Choose one and click OK. If you want to install into another graphics program, run the installer again.

Activation

Eye Candy 6 has an activation system that works just like the one in Photoshop. Until Eye Candy 6 is activated, periodically it will ask you to activate. Activation is a very quick and easy process in which Eye Candy 6 lets our activation server know that your license code is in use. This only needs to be done once. Eye Candy 6 does not talk to our activation server again after it has been activated. No personal information is sent other than the license code.

You can use Eye Candy 6 for up to 30 days without activating. After that, Eye Candy 6 will stop working until you activate it.

You can have Eye Candy 6 activated on up to two computers at once, so you can have it on both your laptop and desktop computers. If you ever get rid of your computer, don't forget to deactivate Eye Candy 6 first! You can do that by going to the menu entry **Help>Deactivate**. Then you can activate Eye Candy 6 on a new computer.

Other Sources of Help

This manual is just one of many sources of help for Eye Candy. Once you start Eye Candy, check out the **Help** menu for links to lots of helpful parts of our web site, including **video tutorials** and the **Eye Candy Forum**. The video tutorial on getting started is a great one to watch before you run Eye Candy for the first time.

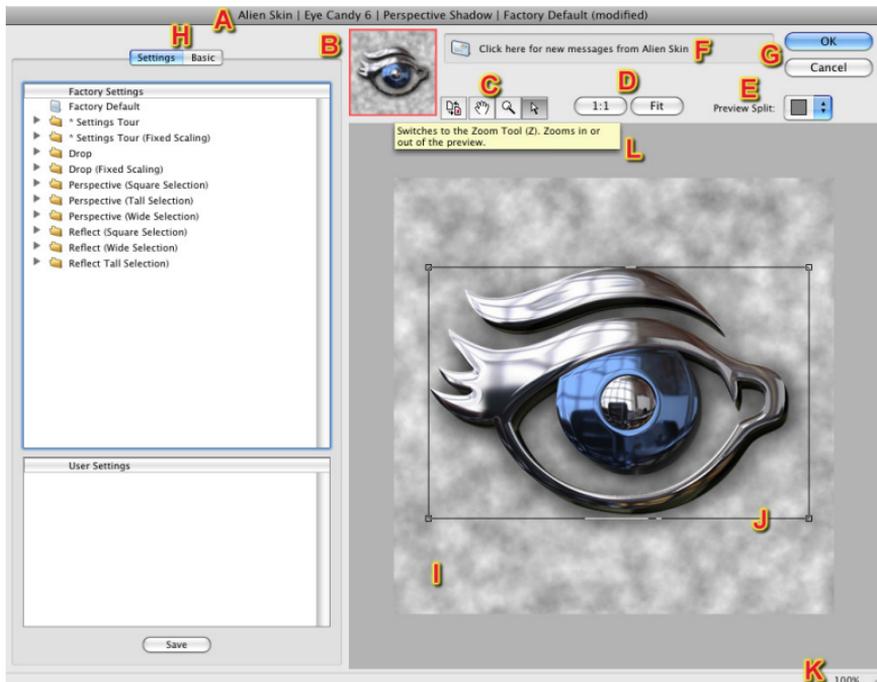
What's New

- **Performance.** Under the hood, the Eye Candy rendering engine has changed significantly. You will notice that the filters are much faster and can run on much larger images than before. If you have a computer with one or more multi-core CPUs, Eye Candy will take advantage of the modern hardware to accelerate its rendering speed.
- **Scaling Modes.** Eye Candy 6 adaptively scales filter effects to the current image size, making it easy to get great looking results quickly. Factory settings now work better than ever in the new adaptive mode. For those who want precise control in a graphic design production environment, Eye Candy also supports a fixed mode, which allows the filter effects to be specified precisely in pixel units.
- **Settings.** Settings have been reorganized and now have categories. If you are new to a filter, the Settings Tour category takes you on a trip through the filter's most interesting effects. The factory settings were completely remade. There are now over 1500 carefully designed settings that handle a wide range of common design tasks.
- **Panels.** Panels for Photoshop CS4 are provided for starting Eye Candy filters with a single click and for quickly creating attractive buttons.
- **Professional Features.** Eye Candy is made for professionals in demanding production environments who need support for 16-bit/channel images and CMYK mode. Eye Candy 6 now takes advantage of multi-core CPUs to run fast on modern machines. Eye Candy 6 is one of the first plug-ins to work with the 64-bit version of Photoshop. Eye Candy provides multiple techniques for non-destructive editing in Photoshop, including Smart Filter support and rendering effects on a duplicate of the original layer.
- **Fire.** The Fire filter now looks more natural. Sharp edges have been smoothed to look more like realistic gaseous flames.

User Interface Overview

The next few sections explain every control in the Eye Candy user interface. Screenshots may be from a Macintosh or Windows computer, whichever was handy at the time. All the gizmos are in the same places and behave the same way on both platforms. They are just more shiny on the Mac.

Below is a screen shot of the Eye Candy user interface with the **Settings Tab** selected.



A: Title Bar

The title bar displays the currently selected setting (see the **Settings Tab** chapter).

B: Navigation Thumbnail

Click and drag the movable red box to quickly move the preview around your image.

C: Preview Tools (only one at a time is active)



Click and hold the **Show Original Button** to see the unmodified form of the image. An easier way to do this is to simply hold down the Spacebar.



Click the hand to enable the **Move Tool**. Then click and drag in the preview to move around the image.



Click the magnifying glass to enable the **Zoom Tool**. Then you can click in the preview window to zoom in. Option+click (Macintosh) or Alt+click (Windows) to zoom out. Double-clicking the magnifying glass resets the preview window to 100% magnification. While in zoom mode, holding down the Spacebar temporarily switches to the **Move Tool**. Many of the same shortcut keys that Photoshop uses to navigate a preview window work in Eye Candy too.



Click the arrow to enable the **Adjustment Tool**. Only filters with in-preview controls have an Adjustment Tool, such as Motion Trail and Super Star. After selecting this tool, you can manipulate special controls in the preview window.

D: Preview Size Buttons



Click the **1:1** button to quickly view the actual pixels of the image unzoomed.

Click the **Fit** button to fit the preview in the current window.

E: Split Screen Preview

Above the preview area is a menu of options for split screen previewing. When enabled, this feature shows the original image in half of the preview. The entries in the Split Screen menu specify the orientation of the split line or simply turn it off.

F: UpToDate Message Indicator

When you see this visual cue, you have a new message from Alien Skin Software. Click here to open a web page containing the message. UpToDate messages are usually announcements of updates, new products, or our monthly newsletter. You can set the frequency that UpToDate checks for messages or turn it completely off in the **Preferences** dialog.

G: Ok and Cancel

Clicking the OK button applies the filter with the current settings. Clicking Cancel closes the filter window without applying the effect. The **Enter** key is the same as clicking OK and **Escape** is the same as clicking Cancel.

H: Tabs

The **Settings Tab** lets you quickly select a preset or one of your saved custom settings. Click the Basic tab to see more controls for this filter. In some filters, there may be other tabs present. You can click on each one to see more controls.

I: Preview Area

Preview the effect on your image here. Resize the filter window to make the preview area larger or smaller.

J: In-Preview Control

Different filters have different in-preview controls. Typically, all of them can be manipulated

by dragging the lines and/or the control points with the mouse.

K: Progress Bar and Magnification Indicator

While the preview is being drawn, a progress bar is drawn to the left of the magnification indicator. The magnification indicator shows the current zoom level of the preview.

L: ToolTip Help

Whenever you move your cursor over a user interface element, a short description appears as a tooltip.

Menus

Command menus are accessible when you launch Eye Candy. Macintosh users will see the menus in place of their usual menu bar. Windows users will see the menus at the top of the plug-in window.

Edit Menu

The Edit menu provides an unlimited ability to undo or redo changes. If you experiment with the sliders and find that you prefer a previous group of settings, select the Undo command from the Edit menu or click Command+Z (Control+Z on Windows) to back up as many times as necessary. The Edit menu also lets you copy, cut, and paste values from parameter fields.

View Menu

The View menu lets you zoom the preview in and out. To display the entire image in the preview window, select **Fit On Screen**. To display the preview at 100% magnification, select **Actual Pixels**. See **Keyboard Shortcuts** for some nifty zooming shortcuts.

Help Menu

From the Help menu you can read the PDF manual (this document). The same assistance can be reached by pressing F1 (Windows) or Help (Macintosh).

There are Help menu entries that go to the following places on our Web site:

- **Video Tutorials**
- **Eye CandyProduct Web Page**
- **Alien Skin Software's Home Page**
- **Online Forums**
- **Support Knowledgebase**
- UpToDate Messages

From the Help menu you can Activate or Deactivate the locally installed copy of Eye Candy. See the **Activation** section earlier in this document for more information.

Preferences

After starting one of the Eye Candy filters, select **Edit>Preferences (Windows)** or **Photoshop>Preferences (Macintosh)** to modify preferences. You can also get there by typing **Command+K (Macintosh)** or **Control+K (Windows)**.

UpToDate

Here you can set the frequency at which the UpToDate system checks for messages from Alien Skin Software. The UpToDate system informs you about the latest Alien Skin Software products, special offers, software updates and other news. When a new message is ready, a button will appear at the top of the user interface labeled “Click here for new messages from Alien Skin”.



Preview Background

If you use layers with transparency, you can set the color or pattern that is drawn to represent transparent pixels in the preview. To select the default Photoshop-style grid as your preview background, select **None** in the Preview Background drop-down list box.

Favor Memory or Speed

If Eye Candy runs out of memory, try moving this slider toward the **Memory** side. Then restart Photoshop and you may find that the problem goes away. If you are using images over 4 megapixels, then you may get a mild speed boost by moving the slider toward the **Speed** side.

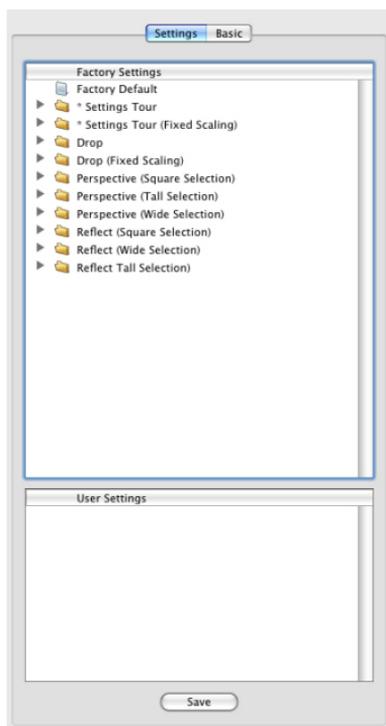
Disable Output On New Layer

Most of the time, the capability to render Eye Candy's output to a new layer is handy. This can be done by turning on the checkbox on the **Basic Tab** named “**Create Output In New Layer Above Current**”. However, that feature is not compatible with Photoshop Smart Objects. If you use Photoshop Smart Objects, it is useful to turn this feature off in the Preferences dialog.

Shortcut Keys

Shortcut Function	Macintosh	Windows
Navigate to Next Control	Tab	Tab
Navigate to Previous Control	Shift+Tab	Shift+Tab
OK	Return	Enter
Cancel	Escape	Escape
Undo	⌘+Z	Ctrl+Z
Redo	⌘+Y	Ctrl+Y
Cut	⌘+X	Ctrl+X
Copy	⌘+C	Ctrl+C
Paste	⌘+V	Ctrl+V
Zoom In	⌘++	Ctrl++
Zoom Out	⌘+-	Ctrl+ -
Actual Pixels	Option+⌘+Zero	Alt+Ctrl+Zero
Fit on Screen	⌘+Zero	Ctrl+Zero
Load Factory Default Setting	⌘+R	F5
Load Last Used Setting	⌘+L	Ctrl+L
Save Setting	⌘+S	Ctrl+S
Switch to Move Tool (hand)	H	H
Switch to Zoom Tool	Z	Z
Switch to Adjustment Tool	A	A
Preview Move (with zoom enabled)	Space Bar+Drag	Space Bar+Drag
Zoom In (with zoom enabled)	Mouse Click	Left Mouse Click
Zoom In (with move enabled)	⌘+Click	Ctrl+Click
Zoom Out	Option + Mouse Click	Alt + Mouse Click
Drag preview (with zoom enabled) – also displays original image	Hold spacebar while dragging	Hold spacebar while dragging
Zoom to Actual Pixels	Double-click Zoom Tool	Double-click Zoom Tool
Increase/Decrease Slider by 1	Up/Down Arrow	Up/Down Arrow
Increase/Decrease Slider by 10	Shift+Up/Down Arrow	Shift+Up/Down Arrow
Open Manual	⌘+/ or Help	F1
Open Preferences Dialog	⌘+K	Ctrl+K

Settings Tab



The **Settings Tab** lets you create, manage, and share your favorite settings. There are two lists on the **Settings Tab**. The top list contains factory settings. Factory settings are supplied with the product and can't be changed. The bottom list contains user settings, which are settings you can create yourself.

Loading Settings

Simply click on a setting to move all the controls to the values saved in that setting.

Saving Settings

To save a setting, first adjust the sliders and other filter controls to your satisfaction. Then, click the **Save Button** at the bottom of the **Settings Tab**. You can also save a setting by pressing Command+S (Macintosh) or Control+S (Windows). The Save Setting dialog box will appear. There you can specify the name and category of the new setting.

Modifying Settings

To modify the control values in a setting, move the controls and then save the setting with the same name. This is easy because the Save Settings dialog is always filled out with the most recently loaded setting name.

You can also right-click (Windows) or Control-click (Macintosh) on a setting to rename, delete, export, or e-mail it.

Settings Upgrade

If you are an Eye Candy 5 user, Eye Candy 6 will automatically import your Eye Candy 5 user settings the first time you run any filter. Once imported, they will be available in the corresponding filter's Eye Candy 6 user settings under the group called "Upgraded Settings". Caution: Imported reflection maps in Eye Candy 5 will not be automatically imported into Eye Candy 6. If you have the original image file, you can manually import them into Eye Candy 6. If you do not have the original image file, you can manually export the reflection maps from Eye Candy 5 and then import them into Eye Candy 6. Eye Candy 6 supports JPEG image files so you will need to convert your reflection maps to the JPEG format before importing it. See the **Managing Reflection Maps** section for more information.

Resetting Settings to Factory Default

Every filter has a **Factory Default** setting. Clicking this setting resets the current filter parameters. You can also press the **F5** (Windows) or **Command + R** (Macintosh) key to reset the filter.

Settings Tour

Every filter has a **Settings Tour** group included in the factory settings. This group contains the most interesting settings from other groups. If you are new to a filter, browsing through the Settings Tour group is a great way to familiarize yourself with what the filter can do.

Photoshop CS4 Panels



Launch Panel (left) Button Maker Panel (right)

Eye Candy 6 comes with two panels designed for use with Photoshop CS4 and later. To see the panels, go to Photoshop's menu Window>Extensions.

The first panel is the launch panel, which allows you to quickly start any Eye Candy filter by clicking on one of the icons. If you place the mouse pointer over each icon, the name of the filter will appear. This panel can be docked with other Photoshop panels.

The second panel is the Button Maker panel. This panel simplifies the creation of buttons by automating the steps needed to generate a button. Here are the steps to use the panel:

1. Write a piece of text. Remember to switch out of Photoshop's Text tool by clicking on some other tool before using the panel.
2. Select the Shape, Texture, Style and Shadow choices from the Button Maker panel.
3. Click on "Make Button".

It's that easy!

Here is a simple before-and-after example of running the Button Maker on the words "Eye Candy".

Eye Candy

Eye Candy

Left: text; Right: generated button

The Button Maker automatically calculates the size of the button needed to fit the text. You may also change the size using the **Size** slider.

The Button Maker also allows you to place the text and button on separate layers using the **Layers** option. This is useful if you want to overlay different words on the same button.

Common Controls

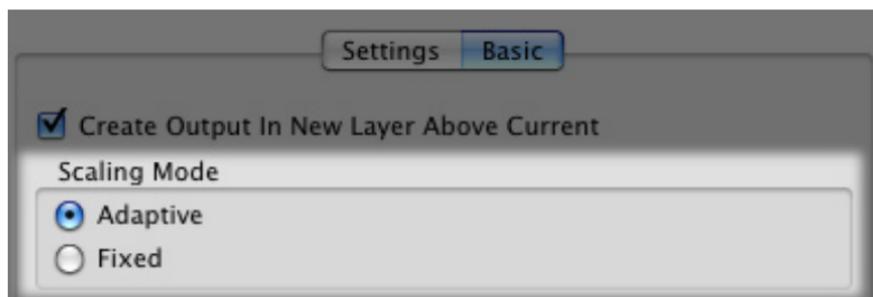
Every filter produces a different effect, so most controls are unique to each filter. But there are also some common aspects of the user interface shared among all the filters

Create Output In New Layer Above Current

Applying a filter with this option enabled renders your image in a new layer above the working layer (in Photoshop and Elements only). There are some caveats to this feature. An action recorded with this option enabled will not create an additional layer. If you are recording an action and want your result in a new layer, you must create the layer before you run the Eye Candy filter.

This feature is not compatible with Photoshop's Smart Objects. If you are using Smart Objects, you really don't need this feature anyway because the filter becomes non-destructive. When using Smart Objects, turn this checkbox off or turn this feature off in Eye Candy's **Preferences** dialog.

Scaling Mode



The Scaling Mode is a new feature in Eye Candy 6. The choices for this mode are the Adaptive Mode and the Fixed Mode.

Adaptive Mode

When a filter is in Adaptive Mode, the filter's effect is scaled based on the size of the image. This is useful for graphic designers who need to reproduce the same artwork at multiple image sizes. For example, if you design a corporate logo, this logo could be used for many different types of marketing material, from websites (low resolution) to high resolution brochures to huge billboards by the highway. Eye Candy's adaptive mode automatically adapts to each image size so that in all cases, the filter effect looks the same.

The other advantage of the adaptive mode is that the factory settings included with Eye Candy can be applied to images of any size. This can be a great time saver since you can rely on these settings for any type of graphic design work that you do. If you make your own settings and share them with your coworkers and friends, they will also be able to rely on

your settings to give them great results regardless of the graphic design project that they are working on.

The adaptive mode is the default mode in all filters and we recommend that you use it as often as possible.

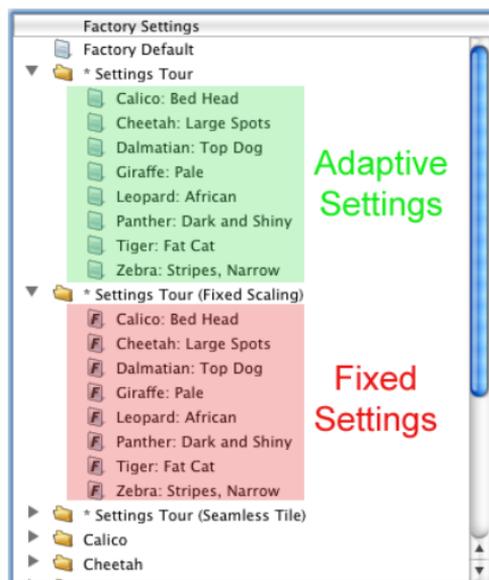
Fixed Mode

When a filter is in Fixed Mode, the filter's effect does not adapt to the image size. So if a slider is set to 10 pixels, then the filter effect is sized to 10 pixels regardless of the image size. This is generally not desirable. However, there might be some situations where this may be useful. An example would be the case when you are designing a webpage, where multiple large and small graphic elements need to look consistent with each other. Fixed mode is useful here by locking the filter effect to a particular resolution and image size.

Workflow Recommendation

The adaptive mode is the default mode in all filters. We recommend that you use it as often as possible. Even if you work in a production environment where fixed mode is needed, we still recommend that you use Eye Candy's adaptive factory settings for your work. Once you find an adaptive setting that you like, converting that setting to fixed mode is as simple as flipping the switch shown in the above picture. You can then save this setting in fixed mode and reuse it for different graphic elements in your project.

Adaptive and Fixed Settings



This picture shows the adaptive and fixed settings groups in a filter. Most factory settings are in adaptive mode. A handful of settings have been saved in fixed mode. These settings are marked with the "F" icon. You may also create your own fixed mode settings, which would be automatically marked with the "F" icon.

Color Picker



Using the Color Picker, you can select colors based on any reasonable color model (RGB, CMYK, etc.). You can also specify colors using hexadecimal values (if you're a nerd) or use Web safe colors.

To launch the Color Picker, click the color swatch next to any color control. If you don't know how to use a color picker, consult your host program's documentation.

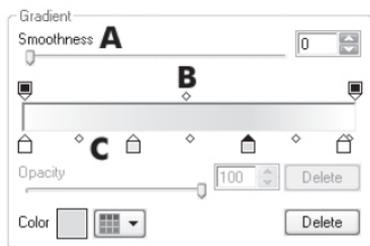
To the right of the color swatch, you'll notice a color selection tool, which offers the following options:

- **Eyedropper**—Select the Eyedropper to sample a color from anywhere in the preview window.
- **Foreground or Background Color**—Choose either of the two.
- **Black or White**—Choose either of these timeless colors.
- **Six Previous Colors**—You can choose any of the six most recently chosen colors, which is good: you probably chose them for a reason.

Gradient Editor

Use the Gradient Editor dialog box to create custom gradients by modifying old ones. You can add colors to the gradient to blend more than two colors.

Let's start with the basics. Take a long, hard look at the illustration below. Familiarize yourself with the elements of the gradient editor.



Smoothness Slider (A): Use this slider to even out color and opacity transitions in gradients

Opacity Stops (B): Opacity stops build a bridge between differing levels of opaqueness. The midpoint (diamond shaped buttons) and smoothness controls establish where and how quickly opacity transitions take place. Slide them around to get a feel for how they work.

Adding Opacity Stops: Click above the gradient bar to add an opacity stop.

Modifying Opacity Stops: Position the cursor over any opacity stop and click it. Tweak the opacity slider.

Deleting Opacity Stops: Click and drag the stop off the gradient bar.

Color Stops (C): Color stops add colors to your gradient and establish transitions to

neighboring hues. The midpoint (diamond shaped buttons) and smoothness controls establish where and how quickly the color transition will take place. Slide them around to get a feel for how they work.

Adding Color Stops: Use color stops to add a new colors to your gradient. To add a color stop, click below the gradient bar.

Editing Color Stops: Once you've added that color stop, you'll want to choose a color for it. Position the cursor over any color stop and click it.

Using any of the color picking tools, choose a color, and click **OK**.

Deleting Color Stops: Easy. Just click and drag the stop off the gradient bar.

Common Bevel Tools

The Bevel, Chrome and Glass filters all share the same tools for designing—yes, you guessed it—bevels. All of the controls appear under the Basic and Bevel Profile tabs.

Bevel Controls Under the Basic Tab

The following controls appear in the **Basic** control tab in each of the bevel enabled filters.

BEVEL WIDTH

Controls the horizontal distance between the lowest and highest points in your bevel.



text



text



text

Increasing Bevel Width.

BEVEL HEIGHT

Controls the amplitude of the bevel. **Note:** The Glass filter does not have a **Bevel Height** control; the height is automatically set to an optimum level.

text

text

text

Increasing Bevel Height.

SMOOTHNESS

Controls how ridged or smooth your bevel will appear.



Increasing Smoothness.

Note: You will sometimes see ridges in bevels when the original selection is not completely smooth. To eliminate the ridges, increase the **Smoothness** value to soften irregularities in the selection boundary.

In selections within a layer, an undesirable side effect of the smoothing is that the selection boundary can shrink by a small amount, causing rings or halos to appear around the effect. To prevent this yucky effect, we recommend that you run the filter on an unselected object in a layer with transparency. The object may shrink slightly because of the edge smoothing technique, but you won't see any halos or undesirable artifacts.

ROUND CORNERS

Cuts a radius into the sharp corners of your selection. High values will significantly eat away at the original selection, so use with caution (unless you dig that sort of thing).



text



text

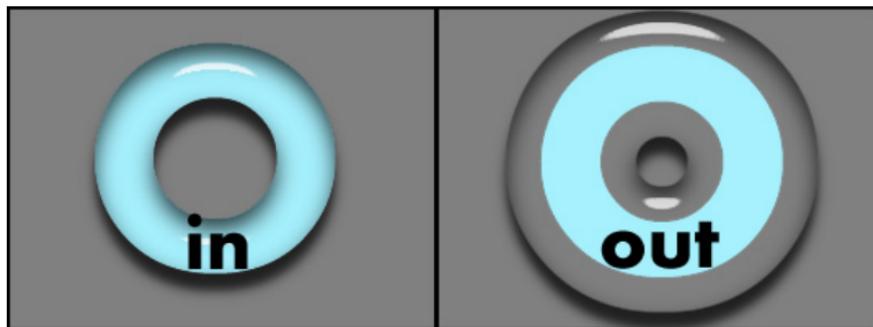


text

Increasing Round Corners.

BEVEL PLACEMENT

- **Inside selection**—Select this option to place a bevel that builds inward from the selection edge.
- **Outside selection**—Select this option to place a bevel that ripples away from the exterior of the selection edge.



DARKEN DEEP AREAS

Controls shading in the low areas of your bevel. High values invert the effect, making it look like a carving, rather than a protruding bevel.

SHADE INTERIOR

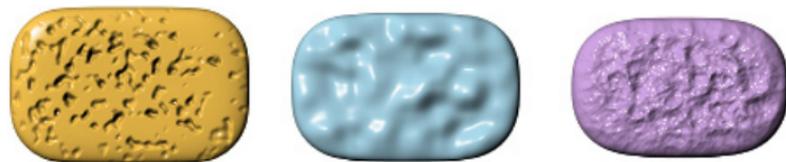
Clicking this box will darken the non-beveled portions of your selection.

SURFACE

Selects a textured surface for the bevel. Select None for a smooth surface. Note: The Glass filter does not have a Surface control.

The following options are available:

- **None**—**Bump Depth** and **Bump Spacing** controls are unavailable.
- **Pits**
- **Lumps**
- **Rough**



Left to right: Pits, Lumps, Rough.

BUMP DEPTH

Controls the depth of the dips in the selected Surface texture.

BUMP SPACING

Zooms the bumps in and out. High values yield a close up view; the bumps grow larger and the spacing between each increases.

RANDOM SEED

Controls the random elements of this filter. Click it until you get a result you like.

Bevel Profile Tab

BEVEL PROFILE EDITOR

Filters which include bevel functionality—Bevel, Chrome and Glass—share the same bevel shaping tools under the Bevel Profile tab. Here, you specify the shape of your bevel, as if you were shaping the cross-section of the final, rendered effect.

There are two ways to go about selecting a bevel shape:

- Using a factory profile
- Create a custom profile

USING A FACTORY PROFILE

This choice is for the lazy folks. Factory profiles are the most commonly used bevel profiles and for a couple of good reasons: they look great without much fuss and going crazy with custom bevel profiles can get plain ugly if you don't know what you're doing.

To use a factory profile:

1. Choose the Factory Profile option.
2. Select one of the profiles.
3. Tweak the effect to perfection in the other control tabs.
4. Click OK to apply your beveled effect.

FACTORY PROFILE

The **Factory Profile** option contains the following commonly used, simple bevel profiles:

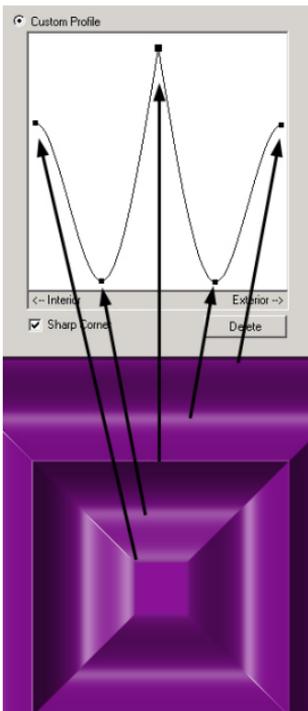
- Button
- Flat
- Concave
- Flat Carve
- Rounded Carve
- Rounded Peak
- Rounded Groove

- Sharp Peak
- Sharp Groove
- Double Rounded
- Rolling Slope

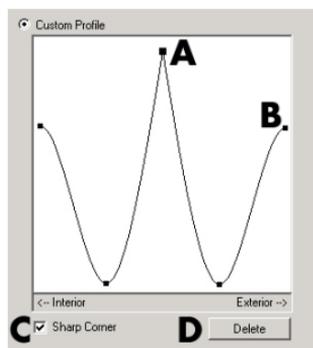
To quickly preview the common bevel profiles, make a simple selection, run the filter and scroll through the list.

Custom Profile

For you, our smarty pants users, we offer an editor that gives you precise control over the shape of your bevels. The interactive cutaway view allows you to add and shape ridges in the profile.



Before we examine the process step-by-step, we'll label the profile shaping tools in the following interface example.



Drag control points, such as **(A)** and **(B)**, to manipulate the bevel profile shape. The enlarged control point **(A)** is the active control point, indicating that the point is editable. When a control point is editable, you can drag it around, to change the curvature or position of a ridge in your bevel. You can also delete the active control point by clicking Delete **(D)** or, simply dragging the point out of the preview window. When a point is deleted, the two adjacent points connect directly.

▼ A special cursor pops up over control points when you mouse over them. When the cursor appears, click the control point to make it active. To add new points to the profile, click anywhere on the profile line.

When you activate a point, you can select the **Sharp Corner (C)** option, which forces a sharp angle, rather than a smooth curve between adjacent control points.

Here's a step-by-step method for creating complex bevel shapes:

1. Choose the Custom Profile option.
2. (Optional) Add control points to the bevel profile.
3. Click and drag the points until you're satisfied with the profile shape.
Note: If you really hate something you added, remember that Eye Candy provides unlimited undos.
4. Experiment with sharp corners.
5. Click OK.

Managing Reflection Maps

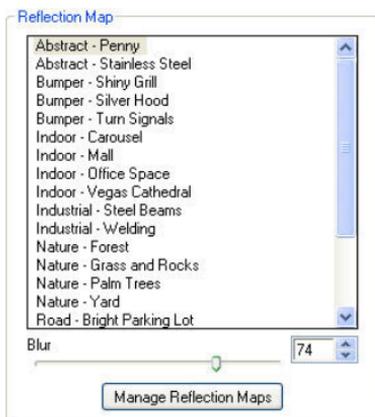
The Chrome, Diamond Plate, Glass, and Ripples filters use reflection maps. Each of these filters has a Manage Reflection Maps button in its Lighting or Basic Tab. Users can easily create, import and share reflection maps in Eye Candy.

Creating Reflection Maps

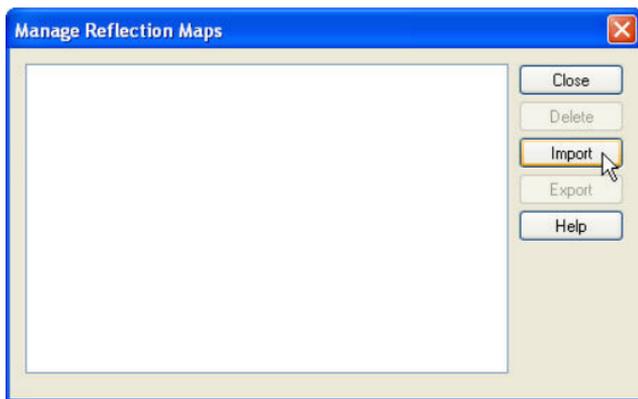
Just find or create an image that would make pretty a reflection and save it as a JPEG. The smaller the file, the faster your reflection-enabled filters will run.

Importing Reflection Maps

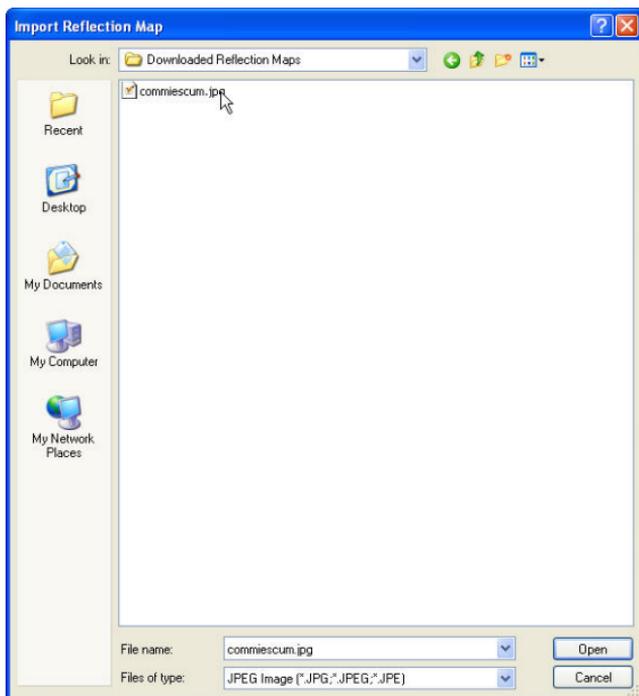
1. Click the Manage Reflection Maps Button.



2. Click the Import button.



3. Browse to the location where you're storing reflection maps, highlight the file to be imported and click Open.



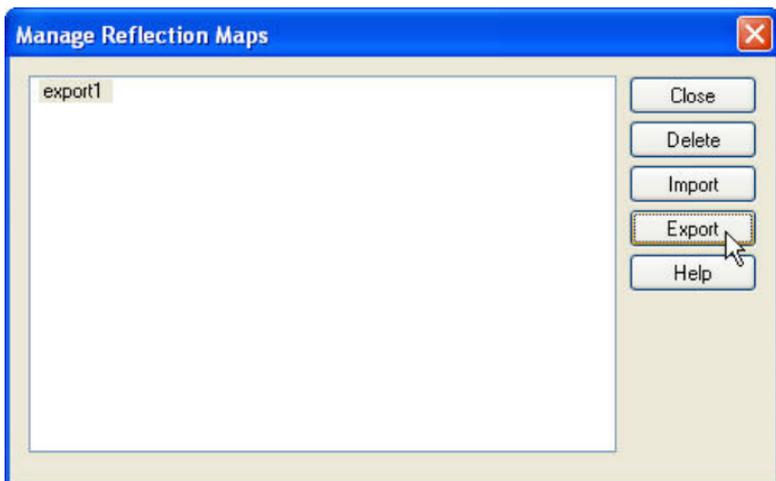
4. Exit the reflection map management window.

Exporting Reflection Maps

1. Click Manage Reflection Maps.



2. Highlight the file you wish to export and click Export.



3. Choose a location for the file and click OK.



4. Exit the reflection map management window.

Seamless Tiling

Most filters in the Textures category come equipped with a **Seamless Tile** option. Seamless tiles are rectangular images that fit together like a puzzle when lined up next to each other.

Note: Seamless tiles should only be used for specialized jobs, such as desktop wallpaper, Web backgrounds or 3-D graphics. Don't use this feature unless you have to.

To get the best results when creating seamless tiles, you should follow a few simple guidelines:

- Seamless tiles are **always** rectangular. Don't try to ram a square peg in a round hole.
- Don't use tiny tiles. Small tiles create obvious repetitive patterns in tiling applications.
- If you intend to use seamless tiling, select the **Seamless Tile** option **before** you tweak the effect. If you don't, the filter may need to stretch the texture disproportionately.

When you select the **Seamless Tile** option, certain features will be disabled or severely constrained. For example, Wood tiles cannot have knots and rotation controls snap to major angles, like 45 or 90 degrees.

Backlight

Backlight creates a brilliant light source behind selections, simulating heavenly rays, eclipses, light filtering through porous objects, glowing slices of light and more. Gradient controls provide a an unlimited variety of colorful light sources: yellow beams of sunshine, blinding stage light, blue moon rays or anything else you can imagine. In-preview controls enable click and drag visual editing and make Backlight a cinch to use.

Settings Tab

See the **Settings Tab** section for more information.

Basic Tab

Create Output In New Layer Above Current

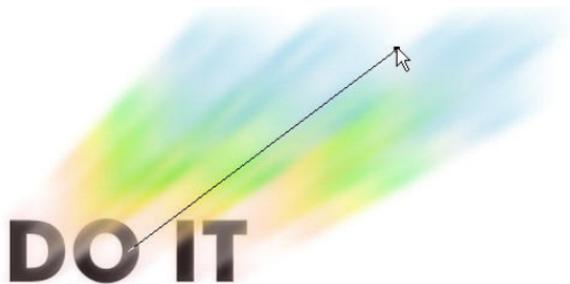
See the **Common Controls** section for more information.

Scaling Mode

See the **Common Controls** section for more information.

In-preview Backlight Direction and Distance Controls

By clicking the arrow button above the preview window , you enable an in-preview control that offers click-and-drag control over Backlight Direction and Distance. Pressing the shift key while dragging forces the control path to snap to 15 degree increments on the direction axis.



Place your cursor over the control point and drag it to specify Backlight Direction and Distance values.

Backlight Direction

Controls the direction in which the fire column travels. Click and drag within the control box to change the direction, or enter a value between 0 and 360 degrees.

Backlight Distance

Controls the length of the light effect.



Increasing Backlight Distance.

Expand

Controls the V-shaped expansion of the backlight effect. High values widen the V.



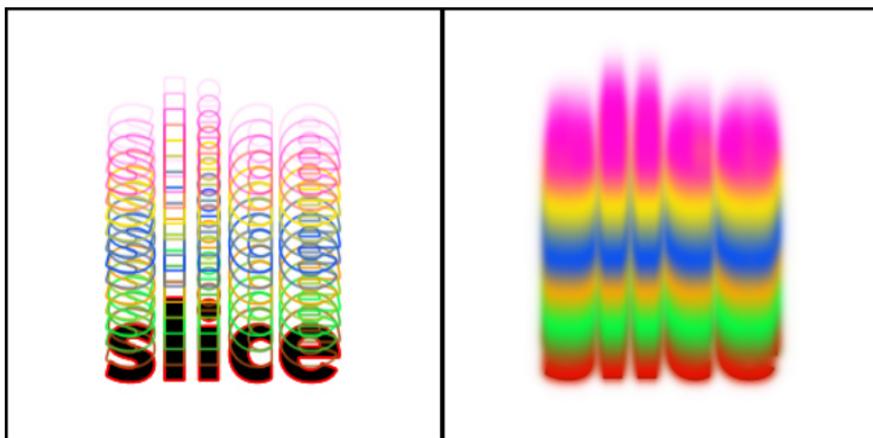
Increasing Expand.

Drawing Mode

- **Outline**—Select this option to make the light emanate from behind and around the selection.
- **Fill**—Select this option to make light emanate from the entire selection. The light covers the original selection.

Slices

Controls the uniformity of the projected light. Low numbers create visibly overlapping layers of light. Lots of slices create a solid, projected light.



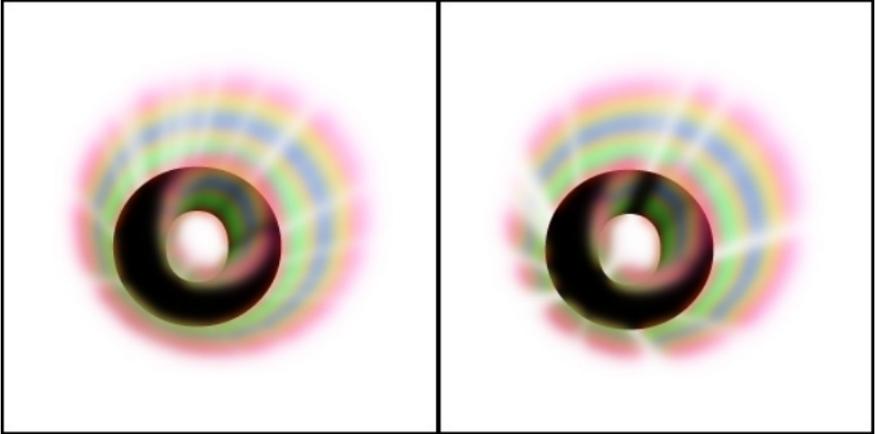
Increasing number of Slices.

Blur

Softens light features, such as streaks.

Streaks

Introduces spires of light.



Increasing Streak Size.

Random Seed

Controls the random elements of this filter. Click it until you get a result you like.

Colors Tab

Gradient

For more information on using gradients, see Using the Gradient Editor.

Overall Opacity

Controls the transparency of the light. The opaqueness tails off toward the end of the effect.

Bevel

Bevel creates a wide variety of embossed, carved and bevelled shapes. Bevel quickly imitates shiny embossed metal. With new surface textures, Bevel also renders pitted, bumpy and craggy objects. Improved shaping tools give you direct control over the bevel profile. Smoothness and corner rounding controls yield smoother, softer effects. Bevel is perfect for creating interface buttons, eye-popping text and more.

Settings Tab

See the **Settings Tab** section for more information.

Basic Tab

Create Output In New Layer Above Current

See the **Common Controls** section for more information.

Scaling Mode

See the **Common Controls** section for more information.

Random Seed

Controls the random elements of this filter. Click it until you get a result you like.

Bevel Width

See **Common Bevel Tools** for more details.

Bevel Height

See **Common Bevel Tools** for more details.

Smoothness

See **Common Bevel Tools** for more details.

Round Corners

See **Common Bevel Tools** for more details.

Bevel Placement

See **Common Bevel Tools** for more details.

Darken Deep Areas

See **Common Bevel Tools** for more details.

Shade Interior

See **Common Bevel Tools** for more details.

Surface

See **Common Bevel Tools** for more details.

Bump Depth

See **Common Bevel Tools** for more details.

Bump Spacing

See **Common Bevel Tools** for more details.

Random Seed

Controls the random elements of this filter. Click it until you get a result you like.

Lighting Tab

Direction

Controls the direction from which the light falls on the bevel. Click and drag within the lighting control box to change the direction, or enter a value between 0 and 360 degrees.

Inclination

Controls the angle formed by the light and the page. Click and drag within the lighting control box to change the inclination, or enter a value between 0 and 90 degrees.

Highlight Brightness

Controls the intensity of the shiny highlights appearing on the bevel's surface.

Highlight Size

Controls the size of the shiny highlights on areas facing the light; higher values yield larger highlights.

Highlight Color

Choose any color for the shiny highlights. For more information on selecting colors, see **Color Selection Tools**.

Shadow Color

Choose any color for the shadow. For more information on selecting colors, see **Color Selection Tools**.

Bevel Profile Tab

See **Common Bevel Tools** for more details.

Chrome

Chrome simulates mirror-polished chrome, liquid metal and other shiny surfaces. Chrome features advanced reflection map technology, which yields more realistic reflections. Built-in beveling tools are vastly improved, generating smoother, better looking bevels, including corner rounding on sharp edges and angles. Chrome shares Bevel's easier-to-use bevel editor and adds surface textures to further expand the versatility of the filter.

Settings Tab

See the **Settings Tab** section for more information.

Basic Tab

Create Output In New Layer Above Current

See the **Common Controls** section for more information.

Scaling Mode

See the **Common Controls** section for more information.

Bevel Width

See **Common Bevel Tools** for more details.

Bevel Height

See **Common Bevel Tools** for more details.

Smoothness

See **Common Bevel Tools** for more details.

Round Corners

See **Common Bevel Tools** for more details.

Bevel Placement

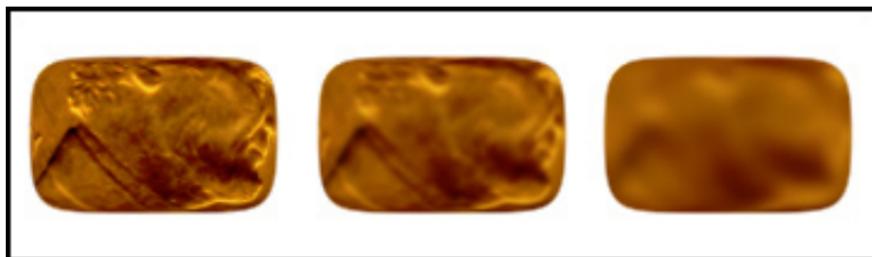
See **Common Bevel Tools** for more details.

Reflection Map

Selects a reflection map file. Reflection maps provide the reflective, metal surface.

Blur

Desharpens the reflection map image. If the reflection map is too sharp, Chrome renders an effect like a mirror, rather than a metallic surface. Adding a little blur helps moderate the effect. If you want a mirror like surface, don't blur the selection at all.



Increasing Blur defocuses the reflection map.

Manage Reflection Maps

See **Managing Reflection Maps** for more information.

Lighting Tab

Direction

Controls the direction from which the light falls on the drops. Click and drag within the lighting control box to change the direction, or enter a value between 0 and 360 degrees.

Inclination

Controls the angle formed by the light and the page. Click and drag within the lighting control box to change the inclination, or enter a value between 0 and 90 degrees.

Highlight Brightness

Controls the intensity of the shiny highlights appearing on the bevel's surface.

Highlight Size

Controls the size of the shiny highlights on areas facing the light; higher values yield larger highlights.

Highlight Color

Choose any color for the shiny highlights. For more information on selecting colors, see **Color Selection Tools**.

Tint Amount

Controls the opacity of the Tint Color.

Tint Color

Selects a color to dye the shiny surface.



Increasing Tint Amount, with yellow selected as the tint color, transforms shiny silver into gold.

Surface

See **Common Bevel Tools** for more details.

Bump Depth

See **Common Bevel Tools** for more details.

Bump Spacing

See **Common Bevel Tools** for more details.

Random Seed

Controls the random elements of this filter. Click it until you get a result you like.

Bevel Profile Tab

See **Common Bevel Tools** for more details.

Corona

Corona creates radiant solar flares, glowing aurora, and fills selections with gaseous clouds. Using one of two modes, you can create linear or wavering solar flares. You can also control the corona's expansion from the selection edge.



Settings Tab

See the **Settings Tab** section for more information.

Basic Tab

Create Output In New Layer Above Current

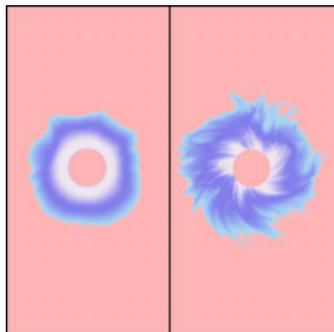
See the **Common Controls** section for more information.

Scaling Mode

See the **Common Controls** section for more information.

Corona Type

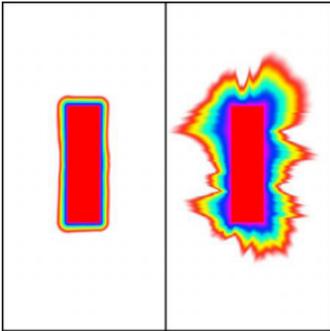
- **Streaky**—Produces linear flares.
- **Turbulent**—Creates chaotic, wavering flares.



Left: Streaky. Right: Turbulent.

Glow Radius

Controls the distance that the flares expand from the selection edge. Higher values render a larger corona.



Left to right: Increasing Glow Radius.

Flare Width

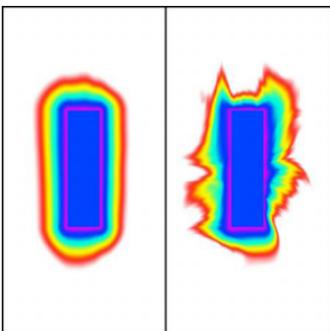
Controls the average width of the flares. Higher values yield wider flares.

Stretch

Controls the amount of flare elongation. Higher values stretch the shorter flares towards the edge of the glow radius.

Waver

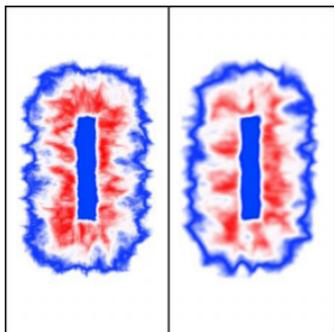
Controls the random bending of individual flares. Higher values yield curvier flares.



Left to right: Increasing Waver.

Blur

Softens the edges of the flares. Higher values yield softer edges.



Left to right: Increasing Blur.

Overall Opacity

Controls the transparency of the corona. Low values yield a more transparent effect. Underlying images remain more visible. Higher values reduce the visibility of underlying images.

Gradient Controls

For complete information on how to use Gradient Controls, see **Gradient Editor**.

Radiate From Selection

Select this option to expand the effect from the edge of the selection, rather than radially from a single point inside the selection.

Mask Selection

Select this option to make the effect appear to radiate from the back of the selection.



*Left: Mask Selection disabled. The white lines text outlines represent the original selection.
Right: Mask Selection enabled.*

Random Seed:

Controls the random elements of this filter. Click it until you get a result you like.

Corona Offset Tab

Offset Corona Center

Select this option to enable the offset controls. **Offset Corona Center** is only available when the **Radiate From Selection** check box is cleared.

Horizontal Offset

Shifts the center of the corona right or left. Zero produces no shift. Positive values shift the corona right. Negative values shift the corona left.

Vertical Offset

Shifts the center of the corona up and down. Zero produces no shift. Positive values shift the corona up. Negative values shift the corona down.

Drip

Drip simulates liquid trickling from the bottom of a selection and, optionally, melts the original selection. Drips flow from the bottom of the selection like paint dribbles. Image features stretch along the path of the drips. By tweaking melt features, you can liquefy the entire selection.



Settings Tab

See the **Settings Tab** section for more information.

Basic Tab

Create Output In New Layer Above Current

See the **Common Controls** section for more information.

Scaling Mode

See the **Common Controls** section for more information.

Drip Tab

Drip Length

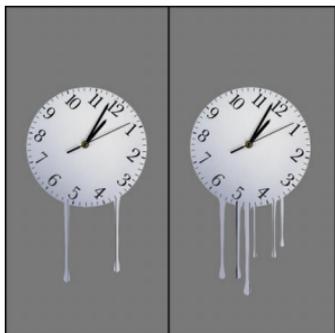
Controls the average distance that drips run from the bottom of the selection.

Width

Controls the average thickness of each drip. High values reduce the number of drips in your selection.

Density

Controls the number of drips falling from your selection. High values add more drips.



Left to right: Increasing Density.

Taper

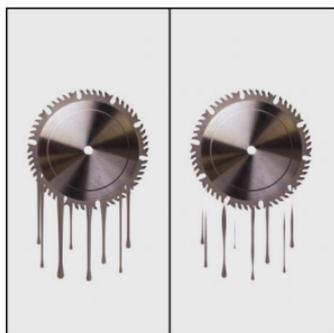
Thins the area between the bottom of the selection and the drip's teardrop end. Low values look like liquid running down a wall. High values look like drops falling from the bottom of the selection.



Left to right: Increasing Taper.

Dribble

Controls the irregularity of the drip edges. High values make uneven edges and separate the drip from the selection.



Left to right: Increasing Dribble.

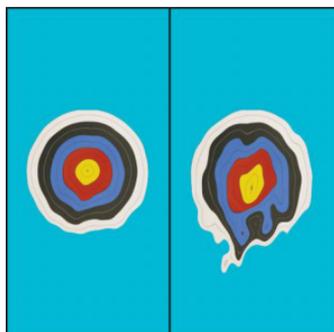
Random Seed

Controls the random elements of this filter. Click it until you get a result you like.

Melt Tab

Melt Length

Controls how much the entire selection is stretched downwards in wavy distortions.



Left to right: Increasing Melt Length.

Ripple Width

Controls the average width of the distortions in the selection. If you go too small, you'll get speckles. In small selections, a value too large might result in little visible distortion.

Pooling

Controls how much the affected area sags toward the bottom of the selection. High values compress the selection downward.



Left to Right: Increased pooling.

Lighting Tab

Direction

Controls the direction from which the light falls on the surface. Click and drag within the lighting control box to change the direction, or enter a value between 0 and 360 degrees.

Inclination

Controls the angle formed by the light and the page. Click and drag within the lighting control box to change the inclination, or enter a value between 0 and 90 degrees.

Highlight Brightness

Controls the intensity of the shiny highlights appearing on the surface.

Highlight Size

Controls the size of the shiny highlights on areas facing the light; higher values yield larger highlights.

Highlight Color

Choose any color for the shiny highlights. For more information on color selection, see **Color Selection Tools**.

Shadow Strength

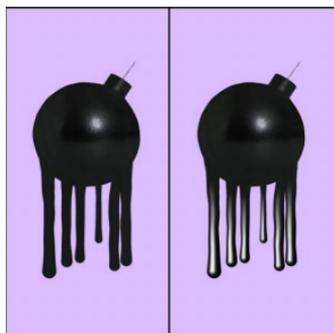
Controls the shadow darkness. Higher values render darker shadows.

Shadow Color

Choose any color for the shadows. For more information on color selection, see **Color Selection Tools**.

Lighting Coverage

Controls how far the shiny highlights climb up the dribbles.



Left to right: Increasing Lighting Coverage adds three dimensionality to the drips.

Extrude

Extrude, a new effect, simulates retro 3-D shape and lighting. A perspective effect akin to pressing dough through a selection, Extrude makes eye-catching text; objects explode from backgrounds. Extrude is about as simple to use as a filter can be. In-preview controls provide click-and-drag adjustment of several sliders.

Note: Extrude is designed to work with opaque objects. Running Extrude on feathered or semi-transparent selections may not give the expected results.

Settings Tab

See the **Settings Tab** section for more information.

Basic Tab

Create Output In New Layer Above Current

See the **Common Controls** section for more information.

Scaling Mode

See the **Common Controls** section for more information.

Extrude Direction

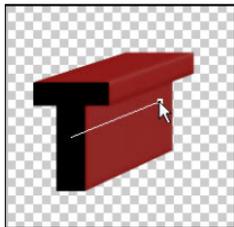
Controls the direction in which the extrusion grows. Click and drag the circular slider to change the direction, or enter a value between 0 and 360 degrees.

Extrude Distance

Specifies the length of the extrusion. You can drag the slider or enter a numeric value.

In-preview Extrude Direction and Distance Controls

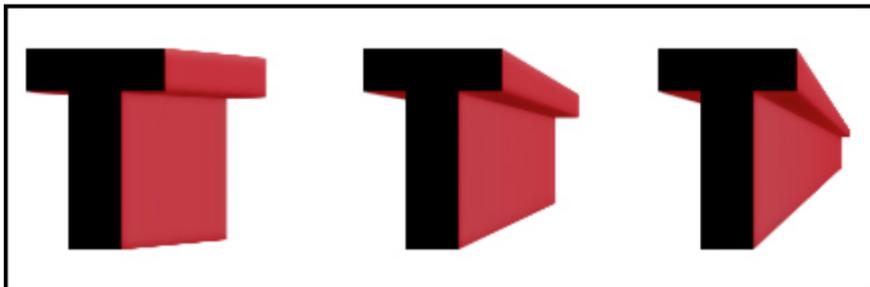
By clicking the arrow button  above the preview window, you enable an in-preview control that offers click-and-drag control over **Extrude Direction** and **Distance**. Pressing the shift key while dragging forces the control path to snap to 15 degree increments on the direction axis.



Place your cursor over the control point and drag it to specify Extrude Direction and Distance values.

Taper

Tapers the extrusion away from selection to create the illusion of depth.



Left to right: Increasing Taper.

Smoothness

You will sometimes see ridges or irregularities in an extrusion when the original selection is not completely smooth. To eliminate these ridges, increase the **Smoothness** value.



Top to bottom: Increasing Smoothness.

Color of Side Faces

Selects the color of the extrusion.

- **Solid Color**—Choose any color for the sides. For more information on selecting colors, see **Color Selection Tools**.
- **Color from Original**—Colors at the selection edge are used to tint the extrusion.

Light Direction

Controls the direction from which the light falls on the extrusion. Click and drag within the lighting control box to change the direction, or enter a value between 0 and 360 degrees.

Highlight Brightness

Controls the intensity of the shiny highlights appearing on the extrusion surface.

Highlight Color

Choose any color for the shiny highlights. For more information on selecting colors, see **Color Selection Tools**.

Shadowing

Darkens the side faces of the extrusion.

Fire

Fire simulates a wide variety of flames and flame-like effects. Using direction controls, you can simulate effects far beyond simple fires, like rocket exhaust. Color controls allow you to simulate anything from blue propane flames and to white hot blast furnaces.



Settings Tab

See the **Settings Tab** section for more information.

Basic Tab

Create Output In New Layer Above Current

See the **Common Controls** section for more information.

Scaling Mode

See the **Common Controls** section for more information.

Fire Direction

Controls the direction in which the fire column travels. Click and drag within the control box to change the direction, or enter a value between 0 and 360 degrees.

Column Length

Controls the length of the fire column.

Flame Width

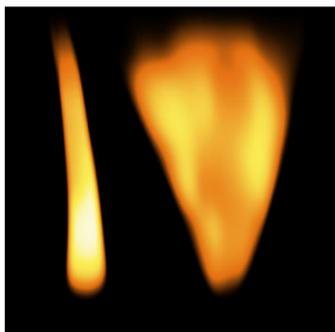
Controls the average width of the smaller flames forming the fire column.



Left to right: Increasing Flame Width.

Expansion

Controls the growth of the column into a V-shape. High values widen the V.



Left to right: Increasing Expansion.

Waver

Controls the amount of meandering in the fire column. Higher values increase the twisting. Low values render fire that travels along a linear path.

Turbulence

Adds twisting details to the tips of the flame. High values resemble flickering.



Left to right: Increasing Turbulence.

Flame Intensity

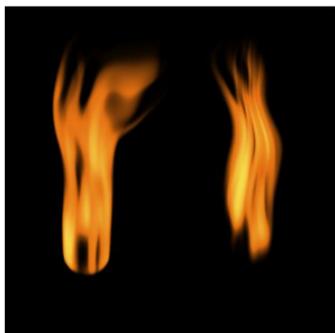
Brightens the inside color to simulate hotter flames. Higher values appear “white hot.”



Left to right: Increasing Flame Intensity.

Soften Edges

Blurs the edges of the flames and elevates the fire above the selection. High values soften the flame more.



Left to right: Softened edges.

Start From Bottom

Select this option to cover the entire selection with fire.

Mask Selection

Select this option to make the effect appear to rise from the back of the selection.

Random Seed

Controls the random elements of this filter. Click it until you get a result you like.

Colors Tab

Natural Flame Colors

Select this option to simulate common fire tinting, like a match or campfire. Clear Natural Flame Colors to enable the gradient editor. For more information on using gradients, see **Gradient Editor**.

Glass

Glass renders a shiny, translucent coating over selections; you know, like glass! Glass renders smoother, shinier surfaces, instantly making glass buttons à la Macintosh. It also has built-in drop shadow controls, reflection maps for creating a reflective surfaces and improved accuracy in simulating visual refraction and distortion beneath selections.

Settings Tab

See the **Settings Tab** section for more information.

Basic Tab

Create Output In New Layer Above Current

See the **Common Controls** section for more information.

Scaling Mode

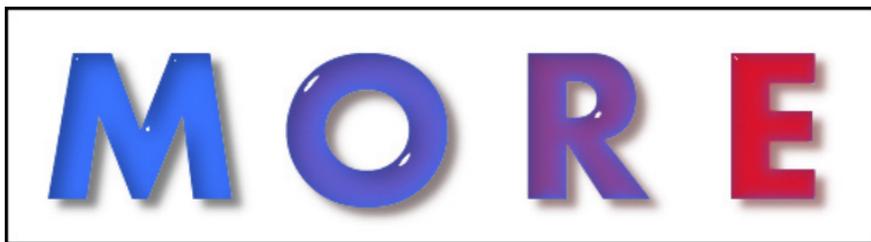
See the **Common Controls** section for more information.

Glass Color

Choose any color for the bevel. For more information on selecting colors, see Color Selection Tools.

Opacity

Controls the transparency of the glass color.



Increasing Opacity with red colored glass applied to blue type.

Tinting

Controls how much the original selection color is tinted with the glass color.



Increasing Tinting with red colored glass applied to orange type.

Refraction

Controls the strength of distortion in opaque selections. Refracted selections look like they are under a distorted lens. Refraction must be used in an opaque selection. Creating a glass button in a transparent layer above an opaque selection will not refract the layer beneath the glass.



Refraction distorts underlying images, like a lens.

Inner Shadow Opacity

Adds shading to the inside of the selection boundary.

Drop Shadow Opacity

Darkens the drop shadow under your selection. If you don't want a drop shadow at all, set the value to zero.

Shadow Offset

Controls the distance of the shadow from the center of the selection or layer.

Shadow Glow

Controls how much the drop shadow is tinted with color projected through the glass.

Lighting Tab

Direction

Controls the direction from which the light falls on the glass. Click and drag within the lighting control box to change the direction, or enter a value between 0 and 360 degrees.

Inclination

Controls the angle formed by the light and the page. Click and drag within the lighting control box to change the inclination, or enter a value between 0 and 90 degrees.

Highlight Brightness

Controls the intensity of the shiny highlights appearing on the glass surface.

Highlight Size

Controls the size of the shiny highlights on areas facing the light; higher values yield larger highlights.

Highlight Color

Choose any color for the shiny highlights. For more information on selecting colors, see **Color Selection Tools**.

Reflection Map

Selects a reflection map file. Reflection maps provide a reflective, mirror like surface.

Blur

Obscures the reflection map image. A perfect reflection can sometimes look unrealistic. Adding a little blur helps moderate the effect. If you want a mirror like surface, don't blur the selection at all.



Increasing Blur defocuses the reflection map.

Reflection Strength

Controls the opacity of the reflection.

Manage Reflection Maps

See **Managing Reflection Maps** for more information.

Bevel Profile Tab

See **Common Bevel Tools** for more details.

Gradient Glow

Settings Tab

See the **Settings Tab** section for more information.

Basic Tab

Create Output In New Layer Above Current

See the **Common Controls** section for more information.

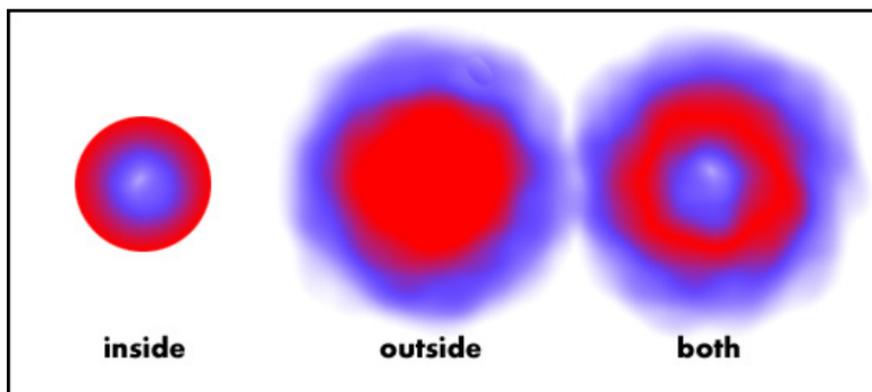
Scaling Mode

See the **Common Controls** section for more information.

Glow Type

Selects the style of glow.

- **Inside**—Renders glows inward from the selection boundary.
- **Outside**—Renders the glow outward from the selection boundary and fills the interior of the selection.
- **Both**—Renders the glow inward and outward.



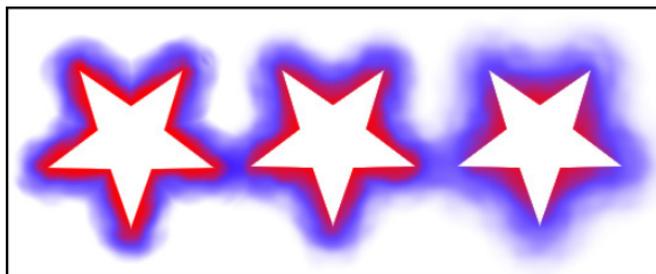
Glow types illustrated.

Glow Radius

Controls the expansion of the glow.

Soften Corners

Smooths gradient transitions around sharp angles.



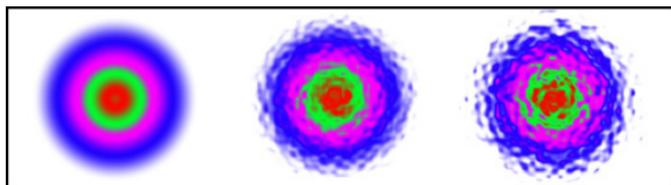
Increasing Soften Corners.

Overall Opacity

Controls the transparency of the glow. Low values yield a more transparent effect. Underlying images remain more visible. Higher values reduce the visibility of underlying images.

Distortion Amount

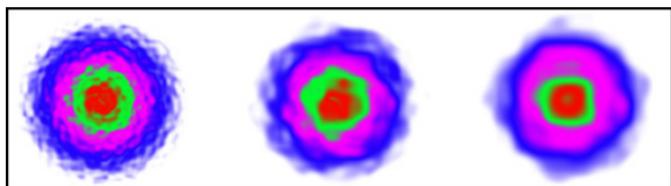
Introduces lumps into the glow.



Increasing Distortion Amount.

Distortion Lump Size

Controls the size of the distortion lumps.



Increasing Distortion Lump Size

Gradient

For more information on using gradients, see Using the **Gradient Editor**.

Random Seed

Controls the random elements of this filter. Click it until you get a result you like.

Icicles

Icicles renders dripping ice from any selection. You can specify the length, width, pointedness and color of the icicles. You can also manipulate opacity and refraction to reveal images under the ice. As you might imagine, Icicles compliments Snow Drift nicely.



Settings Tab

See the **Settings Tab** section for more information.

Basic Tab

Create Output In New Layer Above Current

See the **Common Controls** section for more information.

Scaling Mode

See the **Common Controls** section for more information.

Maximum Length

Specifies the maximum length to which icicles can grow.

Width

Specifies the average width of icicles.

Note: Extremely wide icicles which fill the breadth of a selection limit the effectiveness of the **Density** slider.

Density

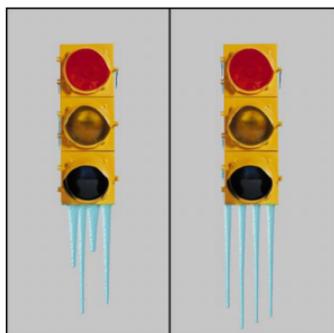
Controls the number of icicles rendered in the selection. Higher values insert more icicles, packing them together closely.

Pointedness

Sharpens the tips of icicles.

Ice Regularity

Randomizes the length, width and spacing of icicles. Higher values increase the uniformity of these three features.



Left to right: Increasing Ice Regularity.

Ice Height

Controls how far the ice grows upward from the bottom of the selection. Larger values cover more of the selection with a solid sheet of ice.



Left to right: Increasing Ice Height.

Ice on Entire Selection

Selecting this option covers the inside of the selection with a sheet of ice.

Ice Color

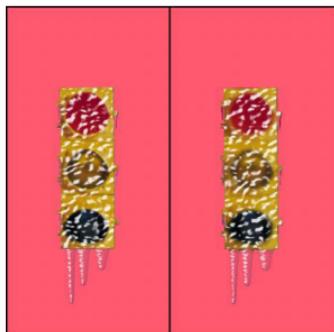
Selects the color the ice is tinted. The higher the Opacity slider, the stronger this color appears. For more information on selecting colors, see **Color Selection Tools**.

Opacity

Low values allow underlying images to shine through. High values obscure underlying images. Extremely high values render solid, dripping goo, like wax.

Refraction

Roughens the surface of the ice and underlying images. Less refraction creates a smoother surface, allowing a clearer view of objects under the ice. High values create a rough surface, mangling images beneath the ice.



Left to right: Ice on entire selection is enabled on both stoplights. Refraction is enhanced in the right frame.

Random Seed:

Controls the random elements of this filter. Click it until you get a result you like.

Lighting Tab

Direction

Controls the direction from which the light falls on the ice. Click and drag within the lighting control box to change the direction, or enter a value between 0 and 360 degrees.

Inclination

Controls the angle formed by the light and the page. Click and drag within the lighting control box to change the inclination, or enter a value between 0 and 90 degrees.

Highlight Brightness

Controls the intensity of the shiny highlights appearing on the ice surface.

Highlight Size

Controls the size of the shiny highlights on areas facing the light; higher values yield larger highlights.

Highlight Color:

Choose any color for the shiny highlights. For more information on color selection, see **Color Selection Tools**.

Shadow Strength

Controls the shadow darkness. Higher values render darker shadows.

Shadow Color

Choose any color for the shadows. For more information on color selection, see **Color Selection Tools**.

Motion Trail

Motion Trail creates semi-transparent streaks along a flexible path. An in-preview control precisely steers the streak. Objects can turn, swerve, blast off, descend or even travel in a straight line, if you still dig simplicity.

Settings Tab

See the **Settings Tab** section for more information.

Basic Tab

Create Output In New Layer Above Current

See the **Common Controls** section for more information.

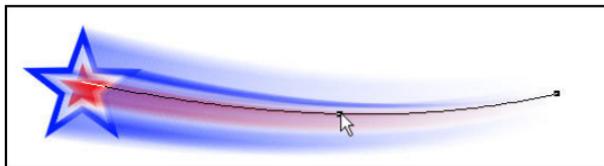
Scaling Mode

See the **Common Controls** section for more information.

In-preview Controls

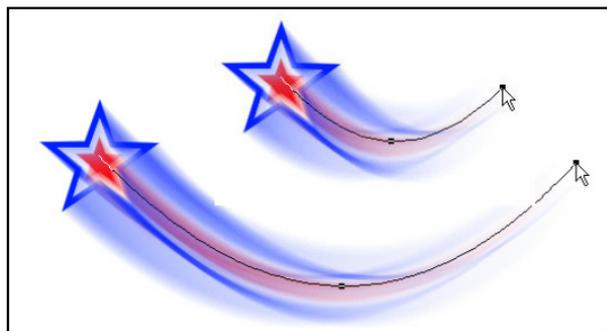
By clicking the arrow button  above the preview window, you enable an in-preview control that offers click-and-drag control over the curvature, length and direction of the motion trail.

The inner point controls curvature along the motion trail. Simply place the cursor over the point, then click and drag the point until you find the desired curvature.



Click and drag the middle control point to give your motion trail flowing curves.

The outer control point controls the length of your motion trail and the direction in which it travels. If a curve has already been placed in the trail, it scales when you adjust the length of the trail.



Top to bottom: The outer control point lengthens your motion trail. Note the scaling curvature.

Direction

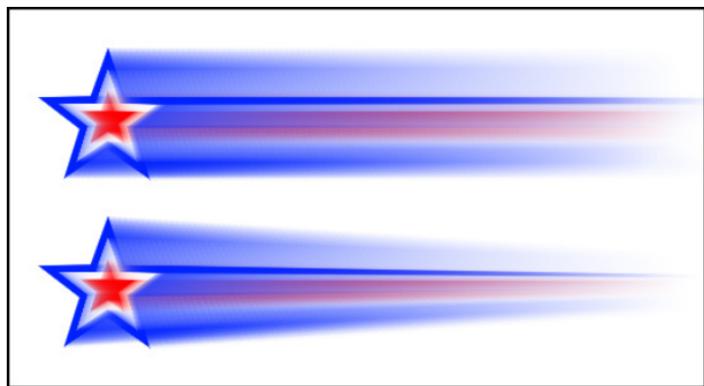
Controls the direction in which the motion trail travels. Click and drag within the control box to change the direction, or enter a value between 0 and 360 degrees.

Length

You can also adjust the length of your trail by dragging the Length slider or entering a numeric value.

Taper

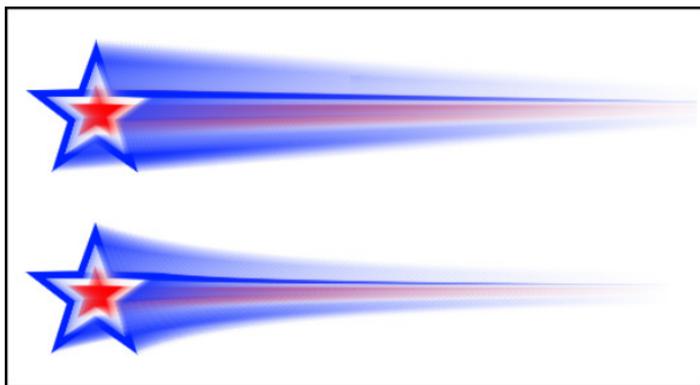
Controls the degree to which the motion trail tapers to a point.



Top to bottom: Increasing Taper.

Compress Sides

Makes the sides of the motion trail curve inward.



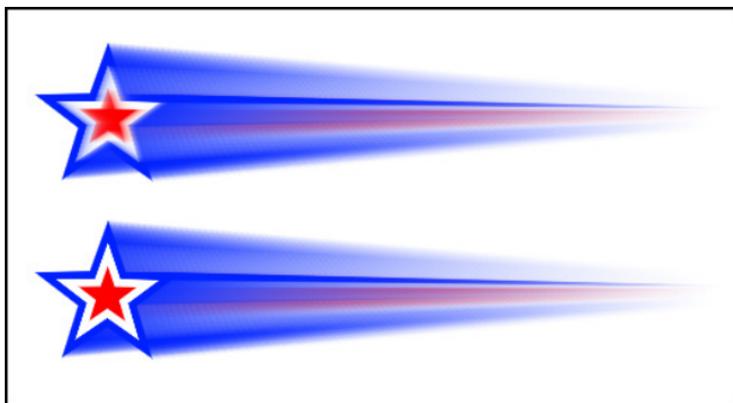
Top to bottom: Increasing Compress Sides.

Opacity

Controls the transparency of the motion trail. The more opaque you make the motion trail, the more the original image is obscured, unless you adjust the Mask Selection value.

Mask Selection

Controls the opacity of the trail over the original selection or object.



Top to bottom: Increasing Mask Selection.

Perspective Shadow

Perspective Shadow creates 3-D perspective and drop shadows as well as reflections. The two modes have been separated to simplify use, and the in-preview controls have been streamlined to offer a more user friendly filter. Still, if you're a beginner and get intimidated by lots of sliders, you'll find plenty of presets to get you rolling, until you feel more comfortable with the filter.

Settings Tab

See the **Settings Tab** section for more information.

Basic Tab

Create Output In New Layer Above Current

See the **Common Controls** section for more information.

Scaling Mode

See the **Common Controls** section for more information.

Note: The Scaling Mode option only affects the Drop Shadow mode. The Perspective Shadow mode always works in Adaptive Mode.

Shadow Mode

Drop Shadow—A shadow which makes selections appear to hover above a flat background.



Perspective Shadow—A shadow that appears to be cast three-dimensionally against a floor or wall.



In-preview Controls

Perspective Shadow employs an interactive bounding box, which controls shadow shaping. The box behaves differently depending on the Shadow Mode you've selected.

In Drop Shadow Mode—The bounding box does two things under drop shadow mode: move and enlarge the shadow. The following illustration shows how to move the bounding box.

When you see this cursor, click and drag the bounding box to the desired location.



The following illustration shows how to enlarge a drop shadow.

When you see the special cursor, click and drag a corner to grow the shadow.



In Perspective Shadow Mode—The bounding box is a bit more complex under **Perspective Shadow** mode. You skew the shadow in virtually any direction by clicking and dragging while using hotkeys. There are two types of control points: corners and sides and hotkey affect each differently. The behavior is summarized in the tables below.

Corner Control Point Effect	Macintosh	Windows
Free skew	No hotkey	No hotkey
Constrained Skew mode 1	Command	Control
Constrained Skew mode 2	Command + Shift	Control + Shift
Expand / Contract	Shift	Shift
Side Control Point Effect	Macintosh	Windows
Free Expand / Contract	No hotkey	No hotkey
Constrained Expand / Contract	Shift	Shift

Center Offset Direction

Controls the direction the shadow is moved from the center of the selection or layer. Use the circular slider or enter a numeric value between 0 and 360 degrees.

Center Offset Distance

Controls the distance of the shadow from the center of the selection or layer.



Left to right: increasing Center Offset Distance.

Reset Bounding Box

If you create a shadow that you hate, click this button to reset the bounding box to a rectangular shape, fitted to your selection. Or, use multiple undos to step back in time, until the fateful moment when you went too far.

Overall Opacity

Controls the opacity of the entire shadow. A low value yields a more transparent shadow.

Overall Blur

Applies a uniform blur over the entire shadow.



Left to right: increasing Overall Blur.

Perspective Blur

Renders a blur that increases as it radiates from the base of a perspective shadow.

Fade Out

Controls the opacity drop-off that increases as it radiates from the base of a perspective shadow.

Shadow Color

Choose any color for the shadow. For more information on selecting colors, see **Color Selection Tools**.

Reflect Selection Color

Renders the shadow as a reflection, using the colors of the original object or selection.

Rust

From crusty iron oxide to aluminum scaling, rust recreates virtually any severe metallic corrosion. You can control the size and color of rust spots, the size and sharpness of surface details and the density of coverage.



Settings Tab

See the **Settings Tab** section for more information.

Basic Tab

Create Output In New Layer Above Current

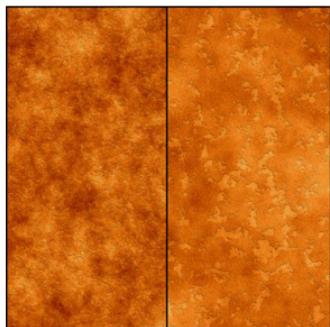
See the **Common Controls** section for more information.

Scaling Mode

See the **Common Controls** section for more information.

Feature Size

Zooms the rust patches in and out. High values yield a close up view; the spots grow larger and the spacing between each patch increases. Surface features, such as flaking, become more larger and more detailed.



Left to right: Increasing Feature Size.

Coverage

High values fill empty space with more rust patches.



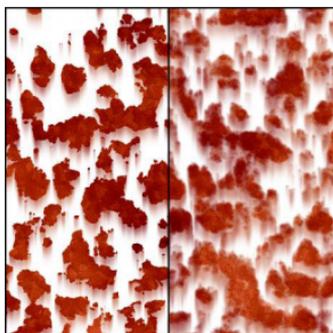
Left to right: Increasing Coverage.

Edge Roughness

Adds a jagged edge to spots. Higher values render an uneven edge. Low values make smooth edges.

Soften Spots

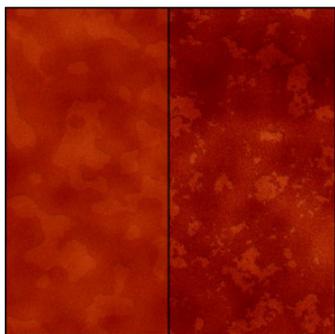
Creates a transition of opacity in spots. Low values create patches with defined edges and consistent surface detail. High values yield a transition from crusty inner rust to translucent surface rust.



Left to right: Increased softening with added water streaks.

Texture Variation

Adds contrast and detail to the flaky surface features.



Rust Color

Selects the dominant rust color. For more information on color selection, see **Color Selection Tools**.

Draw Water Streaks

Select this option to smear rust downward from the main spots.

Streak Length

Increases the distance that streaks are smeared from the patches.

Streak Opacity

Controls the darkness of the smears. The opacity tails off toward the end of the streaks.

Seamless Tile

Select this box to create a repeatable pattern with no seams.

Note: Selecting **Seamless Tile** disables streak controls.

Random Seed

Controls the random elements of this filter. Click it until you get a result you like.

Smoke

Using two modes, Smoke simulates anything from pyroclastic eruptions to gentle wisps emerging from the end of a gun barrel. You can control the direction of the smoke, its color, how high it rises and much more.



Settings Tab

See the **Settings Tab** section for more information.

Basic Tab

Create Output In New Layer Above Current

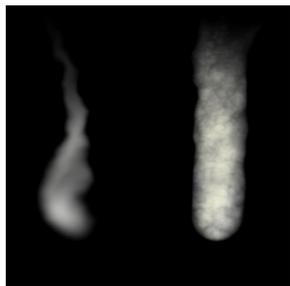
See the **Common Controls** section for more information.

Scaling Mode

See the **Common Controls** section for more information.

Smoke Type

- **Wispy**—Creates tendrils of smoke, like a cigarette in an ashtray.
- **Billowing**—Renders puffy clouds—like the emissions from a smokestack in Elizabeth, New Jersey or a forest fire.



Left: Wispy. Right: Billowing.

Smoke Direction

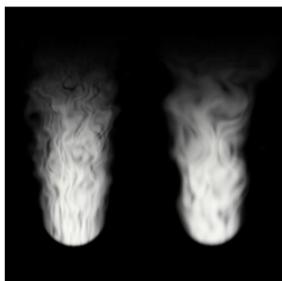
Controls the direction in which the smoke column travels. Click and drag within the control box to change the direction, or enter a value between 0 and 360 degrees.

Column Length

Controls the length of the smoke column.

Puff Size

In **Wispy** mode, **Puff Size** controls the average width of the tendrils forming the smoke column. Larger values yield wider individual wisps.



Left to right: Increasing Wispy Puff Size.

In **Billowing** mode, **Puff Size** controls the average size of the puffy clouds that form the smoke.



Left to right: Increasing Billowing Puff Size.

Expansion

Controls the growth of the column into a V-shape. High values widen the V.

Waver

Controls the amount of meandering in the smoke column. Higher values increase the twisting. Low values render smoke that travels along a linear path.

Roughness

Controls the smoothness of the smoke. High values render turbulent smoke.



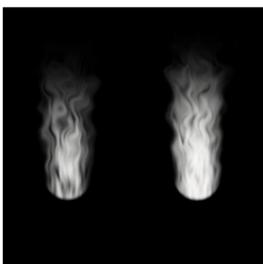
Left to right: Increasing Roughness.

Overall Opacity

Controls the transparency of the entire smoke column. High values make a more visible smoke column.

Layered Smoke

Select this option to render a second layer of smoke in front of the original.



Left: Non-layered. Right: Layered Smoke selected.

Start From Bottom

Select this option to cover the entire selection with smoke.

Mask Selection

Select this option to make the effect appear to rise from the back of the selection.

Random Seed

Controls the random elements of this filter. Click it until you get a result you like.

Color and Lighting Tab

Smoke Color

Tints the smoke any color. For more information on color selection, see **Color Selection Tools**.

Soot

Darkens the edges of the smoke and adds contrast to the effect.

Light Direction

Controls the direction from which the light falls on the smoke. Click and drag within the lighting control box to change the direction, or enter a value between 0 and 360 degrees.

Light Strength

Boosts the intensity of the light source. It's like increasing the wattage of a light bulb.

Light Color

Tints the light source. You can make smoke in the red light district. For more information on color selection, see **Color Selection Tools**.

Snow Drift

Snow Drift adds piles of snow to horizontal sections of a selection. You can pile snow on the top or bottom of the selection. You can also control the thickness and lumpiness of the snow. Optionally, you can dust the surfaces of your entire selection, or entire image, with light snow. By adding more dust to bright spots you can simulate snow piling on rooftops, trees, or any other bright surface.



Settings Tab

See the **Settings Tab** section for more information.

Basic Tab

Create Output In New Layer Above Current

See the **Common Controls** section for more information.

Scaling Mode

See the **Common Controls** section for more information.

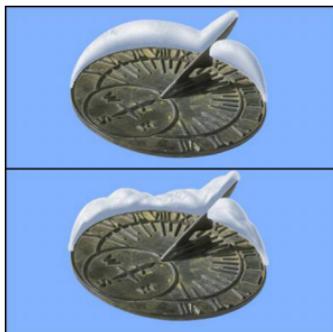
Drift Height

Specifies the maximum drift height. Higher values make taller piles.

Note: The selection edge limits the maximum attainable snow height.

Clumping

Controls the lumpiness of the snow. Higher values create more lumps of increasingly random size and height.



Top to bottom: Increased Clumping.

Surface Roughness

Adds a rough texture to the surface. Low values render a shiny surface. High values yield a textured surface, like snow that has melted and refrozen.

Droop

Expands the bottom edge of the snow below the selection. Higher values increase the distance that the snow sags beneath the selection.



Top to bottom: Increasing Droop.

Start Snow Drift from Selection Bottom

Select this option to place the snow on the lower, horizontal areas the selection.

Dust on All Features

Covers the entire selection with a uniform dusting of light snow. Higher values increase the dust density.

Dust on Bright Features

Places a thicker coating of dust on bright areas within your selection. Higher values amplify the effect.

Note: Dust on All Features and Dust on Bright Features are disabled when **Create Output In New Layer Above Current** is selected.

Bright Features Threshold

Adjusts the level of brightness that the filter recognizes as “bright enough” to receive additional dusting. Low values specify that only the brightest features get extra dust. High values extend the added dusting into darker areas.

Random Seed:

Controls the random elements of this filter. Click it until you get a result you like.

Lighting Tab

Light Direction

Controls the direction from which the light falls on the snow surface. Click and drag within the lighting control box to change the direction, or enter a value between 0 and 360 degrees.

Shadow Strength

Controls the shadow darkness. Higher values render darker shadows.

Shadow Color

Choose any color for the shadows. For more information on selecting colors, see Color Selection Tools.

Tip

When adding dust to bright surfaces in your selection, use an extremely low Dust on All Features amount. A value of zero typically works best.

Animal Fur

Animal Fur simulates six categories of mammal hair—anything from dogs to big game. You have control over the color of the fur, its length, and waviness. You can also choose the color and size of spots in the fur. Create photo-realistic fur textures or apply Animal Fur to any selection.



Settings Tab

See the **Settings Tab** section for more information.

Pattern Tab

Create Output In New Layer Above Current

See the **Common Controls** section for more information.

Scaling Mode

See the **Common Controls** section for more information.

Pattern Type

Chooses the color pattern to emulate. The following six options are available:

- Original Image—Derives hair colors from underlying colors in the original image.
- Cheetah
- Dalmatian
- Giraffe
- Leopard
- Tiger
- Zebra

Try out some of the Factory Settings in the **Settings Tab** to quickly familiarize yourself with the many possibilities.

Base Color

Selects the color of the fur that surrounds the spots. You can select a color using the eye dropper or choose the foreground or background color. You can also select one of the six most recently used colors.

Spot Color

Selects the color of the spots or stripes.

Speckle

Randomly varies the darkness of individual hairs. Higher values increase the variation. Low values yield less noticeable speckles.

Pattern Spacing

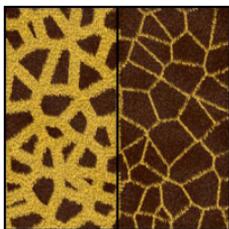
Controls the average space between spots, behaving like a zoom lens. High values yield a close-up view; the spots and the base-colored fur increase proportionately. Low values raise the view away from the surface; the spots and base color shrink proportionately.



Left: Low Pattern Spacing. Right: High Pattern Spacing.

Spot Size

Controls the breadth of the spots. High values yield larger spots, reducing the space occupied by base-colored hair. Low values produce small spots and expand the area filled with base colored hair.



Left to right: Increasing Spot Size.

Pattern Variation

Controls the uniformity of spot shapes and sizes. High values create randomly shaped spots. Lower values create consistent spot shapes and sizes.

Draw Outside Selection

Select this option to make hair grow beyond the selection boundary.

Seamless Tile

Check this box to create a repeatable pattern with no seams.

Random Seed

Controls the random elements of this filter. Click it until you get a result you like.

Hairs Tab

Main Hair Direction

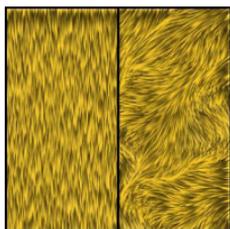
Rotates the average direction of hair growth. Use the circular slider or enter a value between 0 and 360 degrees. Main **Hair Direction** interacts with **Wave Strength**. High **Wave Strength** creates more variation in the direction of hairs.

Hair Length

Controls the length of individual hairs. Higher values yield longer hairs.

Wave Strength

Creates broad curves in the hair texture. Higher values increase the visibility of these curves.



Below: Increasing Wave Strength.

Wave Spacing

Controls the frequency and length of visible waves in the selection. Lower values create lots of closely packed short waves. High values create long, flowing waves, decreasing the number of waves in your selection.

Stiffness

Controls the curliness of individual hairs. High values yield straighter hairs; low values yield increasingly curly hairs.

Edge Cover

Controls how far the hairs extend beyond the selection boundary. Low values reduce the distance that hairs grow beyond the selection edges.



Left to right: Increasing Edge Cover.

Lighting Tab

Inclination

Controls the angle formed by the light and the page. Click and drag within the lighting control box to change the inclination, or enter a value between 45 and 90 degrees.

Highlight Brightness

Controls the intensity of the shiny highlights appearing on areas facing the light.

Highlight Size

Controls the size of the shiny highlights on areas facing the light; higher values yield larger highlights.

Highlight Color

Choose any color for the shiny highlights. You can select a color using the eye dropper or choose the foreground or background color. You can also choose one of the six most recently used colors.

Shadow Strength

Controls the darkness of the drop shadows cast by individual hairs. Higher values darken the shadows and give more contrast to lightly colored fur.

Brick Wall

Brick Wall generates realistic brick surfaces using six traditional bricklaying patterns. You can control the height and width of the bricks, the texture of the brick surface, and the appearance of the mortar.



Settings Tab

See the **Settings Tab** section for more information.

Basic Tab

Create Output In New Layer Above Current

See the **Common Controls** section for more information.

Scaling Mode

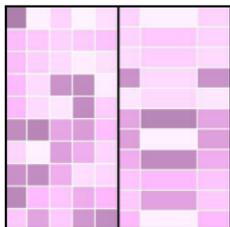
See the **Common Controls** section for more information.

Brick Height

Controls the height and length of the bricks. Higher values yield taller bricks.

Brick Aspect Ratio

Adjusts the length of the bricks. Higher values produce longer bricks.

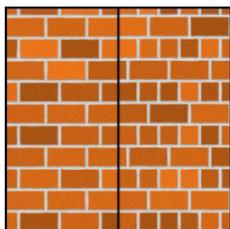


Above: Increasing Aspect Ratio.

Brick Pattern

Chooses the pattern in which the bricks are placed:

- Running
- One-Third Running
- Stack
- Common (American)
- English
- Dutch (English Cross)



Above: One-third running and Dutch (English Cross).

Scroll through the list of patterns to familiarize yourself with the options.

Brick Color

Selects the color of the bricks. You can select a color using the eye dropper, the default color palette, or choose the foreground or background color. You can also choose one of the six most recently sampled colors.

Mortar Thickness

Controls the thickness of the mortar between the bricks. Higher values broaden the mortar and shrink the bricks.

Mortar Depth

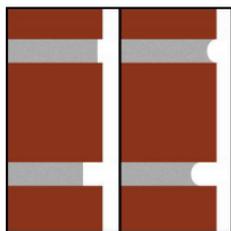
Controls the distance from the surface of the brick to the mortar. A value of one creates a flush surface. High values drop the mortar beneath the brick surface.

Mortar Color

Selects the color of the mortar.

Flat Mortar

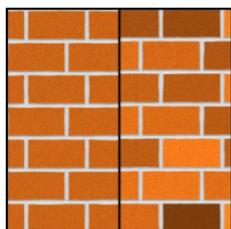
Selecting this box produces a level surface. Clearing the box bevels the mortar.



Top to bottom: Increasing Mortar Depth. Left to right: flat and curved mortar profiles.

Color Variation

Randomly varies the brightness of individual bricks. Higher values widen the range of brick colors.



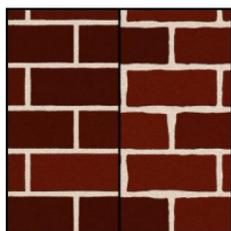
Above: Increasing color variation.

Surface Detail

Adds a coarse texture to the brick surface. Increasing this value amplifies the roughness and increases the depth of the effect. A value of zero mimics a smooth brick surface.

Edge Roughness

Adds a jagged edges to each brick. Increasing the value produces rough, aged brick.



Above: Increasing edge roughness

Highlight Brightness

Controls the intensity of the shiny highlights appearing on the brick surface.

Seamless Tile

Select this box to create a repeatable pattern with no seams.

Note: Selecting **Seamless Tile** may distort the Brick Wall effect. To get predictable results when creating seamless tiles, select the **Seamless Tile** check box first, then play with the other filter controls.

Random Seed

Controls the random elements of this filter. Click it until you get a result you like.

Texture Offset Tab

Horizontal Offset

Shifts the bricks right and left. Zero produces no shift. Positive values shift the bricks right. Negative values shift the bricks left.

Vertical Offset

Shifts the bricks up and down. Zero produces no shift. Positive values shift the bricks up. Negative values shift the bricks down.

Brushed Metal

Brushed Metal is a brand new effect that renders architectural surfaces, such as stainless steel diner walls, copper counter tops and colorful anodized aluminum. It's great for backgrounds in user interfaces, Web pages and themed compositions. Brushed Metal offers three brush patterns (Linear, Circular, and Hand-brushed) to imitate many etched metals.

Settings Tab

See the **Settings Tab** section for more information.

Basic Tab

Create Output In New Layer Above Current

See the **Common Controls** section for more information.

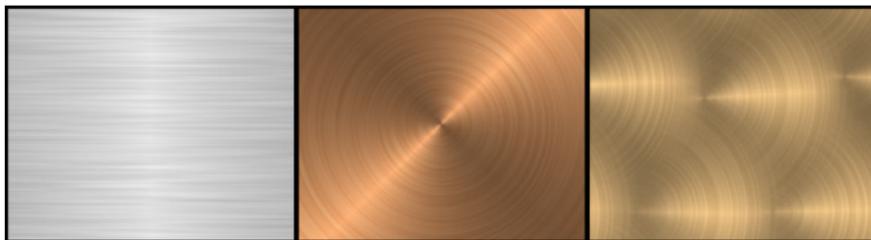
Scaling Mode

See the **Common Controls** section for more information.

Brush Style

Selects one of the following three styles of brushed metal surfaces:

- **Linear**
- **Circular**
- **Hand-Brushed**



Left to right: Linear, Circular, Hand Brushed.

Make a simple selection and scroll through the list to quickly preview the brush styles.

Direction

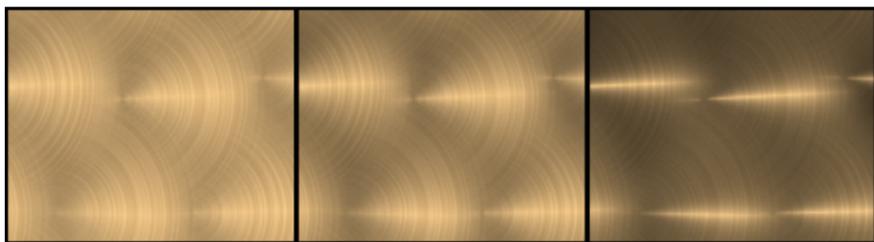
Specifies the direction in which brush strokes travel. Click and drag within the direction control box to change the direction, or enter a value between 0 and 360 degrees.

Metal Color

Choose any color for the metal and shiny highlights. For more information on selecting colors, see Color Selection Tools.

Highlight Sharpness

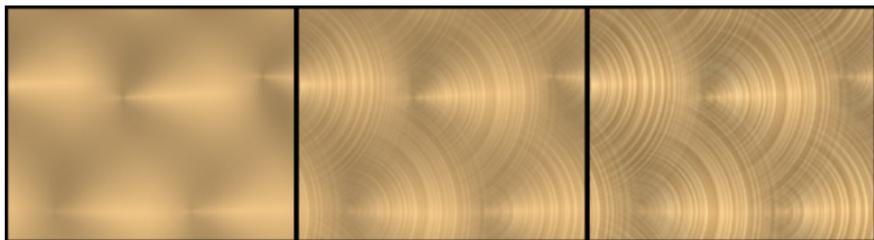
Controls the width of the shiny highlights. Lower values allow the bright highlights to dominate, yielding a brighter overall appearance.



Left to right: increasing Highlight Sharpness.

Grain Contrast

Controls the difference in brightness between the lightest and darkest streaks.



Left to right: increasing Grain Contrast.

Grain Length

Controls the average length of individual brush marks.

Brush Size (Hand Brushed Mode only)

Zooms the brush marks in and out. High values yield a close up view. Surface features become larger and more detailed.

Brush Density (Hand Brushed Mode only)

Controls the number of circular patterns placed in a selection.

Brush Variation (Hand Brushed Mode only)

Controls the regularity of brush stroke shape and placement.

Random Seed

Controls the random elements of this filter. Click it until you get a result you like.

Diamond Plate

Diamond plate simulates the stamped metal patterns seen on pickup truck bumpers or non-skid stairs in industrial settings. You can add a reflective surface to the texture and control the size and shape of the bumps.



Settings Tab

See the **Settings Tab** section for more information.

Basic Tab

Create Output In New Layer Above Current

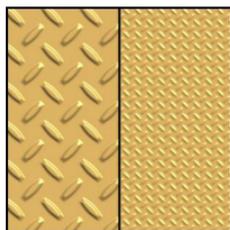
See the **Common Controls** section for more information.

Scaling Mode

See the **Common Controls** section for more information.

Feature Size

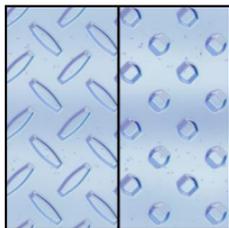
Zooms the metal surface in and out. High values yield a close up view; bumps grow larger and the spacing between each bump increases. Low values yield smaller and more densely packed bumps.



Left to right: Decreasing Feature Size.

Aspect Ratio

Manipulates the relative width and height of each diamond plate bump. Increasing the value yields a longer, skinnier bump. Smaller values yield a shorter, fatter bump.



Left to right: Decreasing Aspect Ratio.

Diamond Height

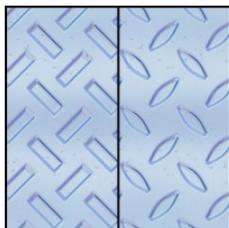
Increases and decreases the apparent elevation of the bumps. Higher values strengthen highlights and shadows to increase the elevation.

Bevel

Controls the width of the bevelled edge of each bump. Higher values yield a wider bevel and shrink the flat tops of the bumps.

Taper

Controls the shape of the bumps in your selection. A value of zero yields rectangular shapes; higher values taper the ends of each bump, yielding football-like shapes.



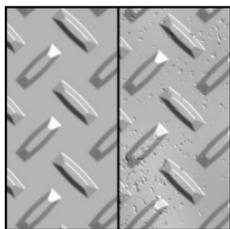
Left to right: Increasing Taper.

Smoothness

Controls the sharpness of the bevelled edges surrounding each bump. Lower values create a sharper edge; higher values defocus the edge.

Surface Roughness

Adds a pitted surface to your selection. Higher values increase the depth and number of pits and add variation to the surface.



Left to right: Increasing Surface Roughness.

Texture Orientation

Rotates the diamond plate texture. Click and drag the circular slider or enter a value between 0 and 360 degrees.

Seamless Tile

Select the **Seamless Tile** check box to create a texture that can be tiled with no seams.

Note: Selecting **Seamless Tile** may distort the diamond plate effect. To avoid distorted results, apply Diamond Plate to a square selection. For predictable results, you can also select the **Seamless Tile** check box first, then play with the other filter controls.

Random Seed

Controls the random elements of this filter. Click it until you get a result you like.

Color and Lighting Tab

Metal Color

Selects the color of the diamond plate texture. You can select a color using the eye dropper, the default color palette, or choose the foreground or background color. You can also choose one of the six most recently sampled colors.

None

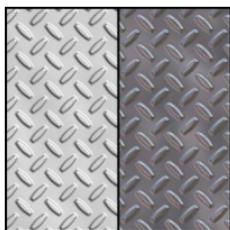
Choose this option if you do not want a reflection map.

Select From File

Selects a reflection map file. Reflection maps color the diamond plate contours to simulate a shiny metal surface.

Reflection Strength

Controls the opacity of the reflection map. Higher values yield a brighter, more reflective surface. Lower values allow more of the metal color to shine through.



Left to right: Increasing Reflection Strength.

Blur

For crisp-looking highlights, set the blur to zero. Increase the blur amount for softer and more diffuse highlights.

Direction

Controls the direction from which the light falls on your selection. Click and drag within the lighting control box to change the direction, or enter a value between 0 and 360 degrees.

Inclination

Controls the angle formed by the light and the page. Click and drag within the lighting control box to change the inclination, or enter a value between 0 and 90 degrees.

Highlight Brightness

Controls the intensity of the shiny highlights appearing on areas facing the light.

Highlight Size

Controls the size of the shiny highlights on areas facing the light; higher values yield larger highlights.

Marble

Marble simulates virtually any marbled texture derived from three styles: Veiny, Layered and Fractured. From these three families, you can emulate anything from Travertine to Brecciated textures. You have control over the colors, roughness, and pattern density of the marbled surface.



Settings Tab

See the **Settings Tab** section for more information.

Basic Tab

Create Output In New Layer Above Current

See the **Common Controls** section for more information.

Scaling Mode

See the **Common Controls** section for more information.

Style

Selects one of the following three marble options:

- Veiny
- Layered
- Fractured

Scroll through the list of patterns to familiarize yourself with the options.

Bedrock Color

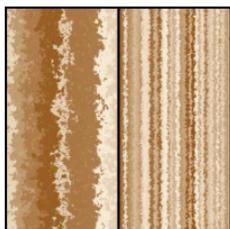
Selects the color of the dominating color. You can select a color using the eye dropper, the default color palette, or choose the foreground or background color. You can also choose one of the six most recently sampled colors.

Vein Color

Selects the color of the highlights running through the bedrock.

Feature Size

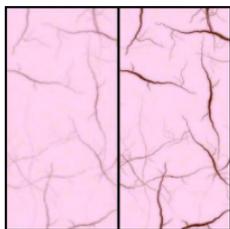
Zooms the selected surface in and out. Higher values zoom in to make features appear larger.



Left to right: Decreasing Feature Size.

Vein Thickness

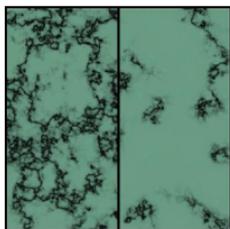
Increases the width of the features on the marbled surface. Extremely high values can cause veins to overlap, darkening the selection.



Above: Increasing Vein Thickness.

Coverage

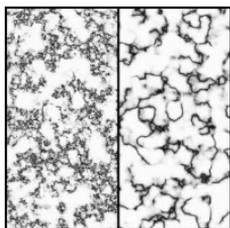
Controls feature density. Higher values pack more marble texture into a selected area.



Above: Decreasing Coverage.

Roughness

Adds detail to the marble features while increasing the jagged appearance.



Left to right: Decreasing roughness.

Grain

Adds subtle, organic noise—randomly placed blobs that add natural variation to the marbled texture. Use only as much as needed.

Layer Rotation

Rotates the marble texture. Click and drag the circular slider or enter a value between 0 and 360 degrees.

Seamless Tile

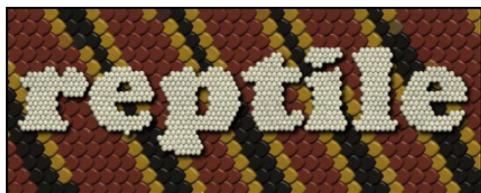
Select this option to create a repeatable pattern with no seams.

Random Seed

Controls the random elements of this filter. Click it until you get a result you like.

Reptile Skin

Reptile Skin simulates the scale patterns common to lizard and snake skin. Control the shape of the scales and whether they overlap. Apply Reptile Skin to photo color sources, patterns or solid colors. Create solid or tileable textures or apply Reptile Skin to any selection.



Settings Tab

See the **Settings Tab** section for more information.

Basic Tab

Create Output In New Layer Above Current

See the **Common Controls** section for more information.

Scaling Mode

See the **Common Controls** section for more information.

Reptile Type

Selects one of the following scale options:

- **Lizard**—Yields non-overlapping scales.
- **Snake**—Yields overlapping scales.

Solid Color

Select this option to choose a single scale color. You can select a color using the eye dropper, the default color palette, or choose the foreground or background color. You can also choose one of the six most recently sampled colors.

Color from Original

Select this option to color the texture using underlying color details.



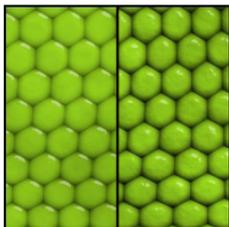
Above right: Reptile Skin applied with the Color from Original option selected. Yes, that's Animal Fur.

Feature Size

Zooms the selected surface in and out. High values yield a close up view of the texture with larger scales. Low values yield a distant view of the texture; scales become smaller and more densely packed.

Surface Height

Controls the bevelled elevation of the scales. Higher values increase the elevation.



Left to right: Increasing Surface Height.

Aspect Ratio

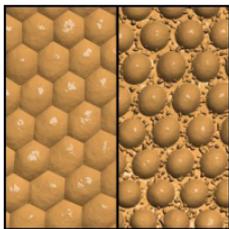
Manipulates the width of each scale. Increasing the value yields a wider scale.

Orientation

Rotates the texture. Use the circular slider or enter a value between 0 and 360 degrees.

Shrink Bumps

Controls the size of each scale. Low values yield scales that abut, forming hexagonal shapes. Higher values reduce the scales, creating scales divided by flat space.



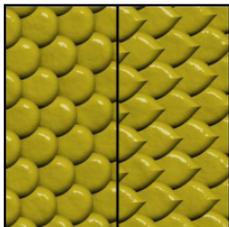
Left to right: Increasing Shrink Bumps.

Flatten Bumps

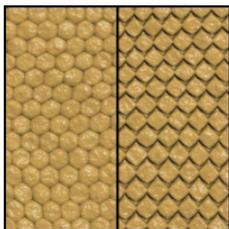
Flattens the top of the scale. Higher values increase the size of the flattened surface.

Make Pointed

Controls the roundness of scales.



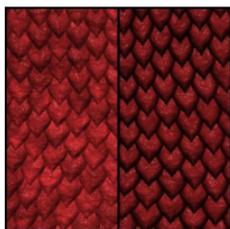
Left to right: Increasing Make Pointed values (Snake pattern).



Left to right: Increasing Make Pointed values (Lizard pattern).

Lighten/Darken Edges

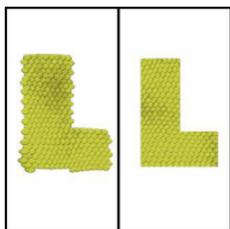
Controls the darkness of the scale edges to mimic certain types of reptile scales.



Left to right: Increasing Lighten/Darken Edges.

Draw Outside Selection

Select this box to prevent scales from being cut flat at selection edges. Clear the box to cut scales off at the selection edge.



Left to right: Draw Outside Selection checked and deselected.

Seamless Tile

Select this box to create a repeatable pattern with no seams.

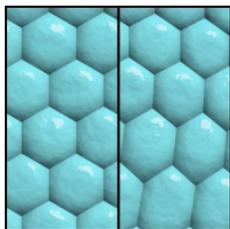
Random Seed

Controls the random elements of this filter. Click it until you get a result you like.

Distortion Tab

Distortion

Controls the uniformity of scale dimensions. Increasing values yield stretched scales of different sizes.



Left to right: Increasing Distortion.

Surface Roughness

Adds bumps to the surface of the scales. Higher values increase the apparent elevation and density of the bumps.

Add Bumps at Edges

Adds rough bumps to the edges of converging scales or the space surrounding scales.

Lighting Tab

Direction

Controls the direction from which the light falls on your selection. Click and drag within the lighting control box to change the direction, or enter a value between 0 and 360 degrees.

Inclination

Controls the angle formed by the light and the page. Click and drag within the lighting control box to change the inclination, or enter a value between 45 and 90 degrees.

Highlight Brightness

Controls the intensity of the shiny highlights appearing on areas facing the light.

Highlight Size

Controls the size of the shiny highlights on areas facing the light; higher values yield larger highlights.

Highlight Color

Choose any color for the shiny highlights. You can select a color using the eye dropper or choose the foreground or background color. You can also choose one of the six most recently used colors.

Light Boost

Strengthens the light source. High values yield a brighter light source. It's like changing out a 40 watt bulb for a 100 watt bulb.

Ripples

Ripples creates anything from perfect concentric waves to the random surface waves of a pond on a windy day. You can add reflection maps to create a shiny surface and use refraction controls to make images look like they are underwater.



Settings Tab

See the **Settings Tab** section for more information.

Basic Tab

Create Output In New Layer Above Current

See the **Common Controls** section for more information.

Scaling Mode

See the **Common Controls** section for more information.

Number of Raindrops

Selects the number of rain impact points in your selection.

Ripple Wavelength

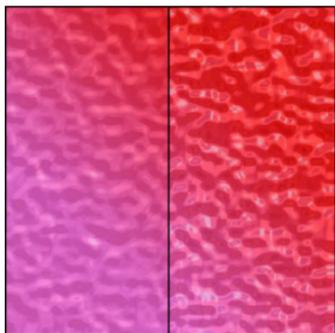
Controls the average distance between wave crests.

Time

Chooses a moment in the timeline of ripple formation and dissipation. Early in the timeline, wavelengths are small and radiate directly from the selection or raindrop. In the latter stages of wave development, the ripples move away from the selection and dissipate.

Random Wave Amplitude

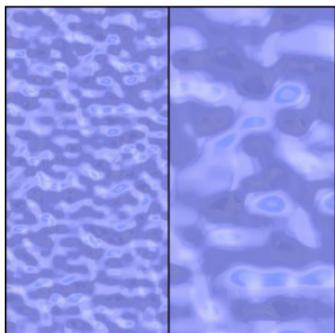
Adds random ripples to the surface of your selection. Higher values create taller waves.



Left to right: Increasing Random Wave Amplitude.

Random Wave Wavelength

Controls the average spacing between random wave crests. Extremely low values speckle the surface with tiny ripples. High values create large swells.



Left to right: Increasing Random Wave Wavelength.

Note: This value is linked to **Ripple Wavelength**.

Refraction

Controls the strength of distortion in opaque selections. Refracted selections look like they are under water. To be visible, Refraction must be used in an opaque layer.



Left to right: Increasing Refraction.

Draw Outside Selection

Select this option to fill the entire layer with ripples.

Random Seed

Controls the random elements of this filter. Click it until you get a result you like.

Lighting Tab

Lighting Controls

DIRECTION

Controls the direction from which the light falls on the surface. Click and drag within the lighting control box to change the direction, or enter a value between 0 and 360 degrees.

INCLINATION

Controls the angle formed by the light and the page. Click and drag within the lighting control box to change the inclination, or enter a value between 0 and 90 degrees.

HIGHLIGHT BRIGHTNESS

Controls the intensity of the shiny highlights appearing on the surface.

HIGHLIGHT SIZE

Controls the size of the shiny highlights on areas facing the light; higher values yield larger highlights.

HIGHLIGHT COLOR

Choose any color for the shiny highlights. For more information on color selection, see **Color Selection Tools**.

Reflection Map Controls

NONE

Choose this option if you do not want an image reflected on the surface of your liquid.

SELECT FROM FILE

Selects a reflection map file. Reflection maps color the wave contours to simulate a shiny liquid surface.

REFLECTION STRENGTH

Controls the opacity of the reflection map. Higher values yield a brighter, more reflective surface. Lower values allow more of the original selection to shine through.

BLUR

Blurs the reflection map.

Squint

Squint imitates the blurring that might result from bad vision or a shaky cameraman. Squint also creates bright light streaks and kaleidoscopic effects like you might see from oncoming traffic in a rainstorm.

Settings Tab

See the **Settings Tab** section for more information.

Basic Tab

Create Output In New Layer Above Current

See the **Common Controls** section for more information.

Scaling Mode

See the **Common Controls** section for more information.

Ghost Radius

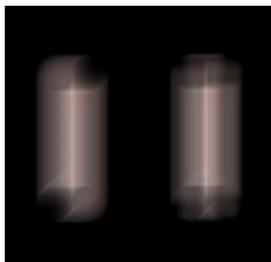
Controls the expansion of the blur. Low values render a thin, visible halo; the original image details, though blurred, are still visible. High values obscure the original image. A zero value results in no ghosting.



Left to right: Increasing Ghost Radius.

Ghost Segments

Breaks the halo into smaller pieces. Higher values yield more pieces.



Left to right: The subtle effect of adding ghost segments.

Ghost Rotation

Controls the direction in which the segments travel. Click and drag within the control box to change the direction, or enter a value between 0 and 360 degrees.

Draw Light Streaks

Select this option to add rays of light that burst from bright areas in the image.

Streak Brightness

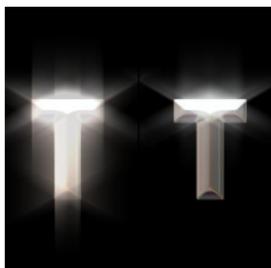
Enhances the whiteness of the streaks, making them appear brighter.

Streak Opacity

Controls the visibility of the light streaks. Low values render imperceptible rays. High values create visible streaks and smear colors like a motion trail.

Streak Selection Threshold

Adjusts the level of brightness that the filter recognizes as “bright enough” to radiate streaks of light. Low values allow virtually any area to emit streaks. High values allow only the brightest areas to do so.



Left to right: Increasing Streak Selection Threshold.

Streak Length

Specifies the average length of the streaks.

Number of Streaks

Controls the density of streak placement. High values add more radial streaks, which eventually overlap to render a brilliant glow.

Streak Variation

Increasingly randomizes the direction in which individual streaks point.

Streak Rotation

Controls the direction of the streaks. Click and drag within the control box to change the direction, or enter a value between 0 and 360 degrees.

Random Seed

Controls the random elements of this filter. Click it until you get a result you like.

Stone Wall

Stone Wall imitates rough-hewn stone masonry. You can control the width and profile of the mortar and the color of the stones. You can also create a three-dimensionally raised stone with a coarse or smooth surface.



Settings Tab

See the **Settings Tab** section for more information.

Basic Tab

Create Output In New Layer Above Current

See the **Common Controls** section for more information.

Scaling Mode

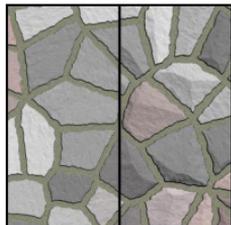
See the **Common Controls** section for more information.

Stone Size

Zooms the selected surface in and out. Higher values zoom in, making the stones appear larger.

Surface Height

Adds three-dimensional height to the stones. High values extrude the surface. Low values yield a flat surface, like patio stones.



Left to right: Increasing Surface Height.

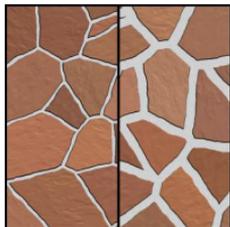
Stone Color

Selects the color of the stones. You can select a color using the eye dropper, the default color

palette, or choose the foreground or background color. You can also choose one of the six most recently sampled colors.

Mortar Thickness

Controls the thickness of the cement between the stones. Higher values broaden the mortar. Mortar width scales with stone size.



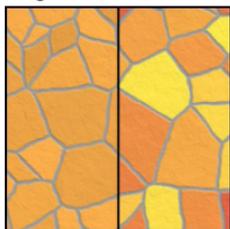
Left to right: Increasing Mortar Thickness.

Mortar Color

Selects the color of the mortar.

Color Variation

Increases and decreases the brightness and hue of individual stones. Higher values widen the range of stone colors.



Left to right: Increasing Color Variation.

Edge Roughness

Adds a jagged edge to the perimeter of each stone. Higher values produce an increasingly uneven edge.

Grain

Adds subtle, organic noise—randomly placed blobs that add natural variation to the stone texture. Use only as much as needed.

Flat Mortar

Selecting this box produces a level surface. Clearing the box bevels the mortar. See Flat

Mortar in the Brick Wall chapter.

Seamless Tile

Select this box to create a repeatable pattern with no seams.

Random Seed

Controls the random elements of this filter. Click it until you get a result you like.

Lighting Tab

Direction

Controls the direction from which the light falls on your selection. Click and drag within the lighting control box to change the direction, or enter a value between 0 and 360 degrees.

Inclination

Controls the angle formed by the light and the page. Click and drag within the lighting control box to change the inclination, or enter a value between 0 and 90 degrees.

Highlight Brightness

Controls the intensity of the shiny highlights appearing on areas facing the light.

Highlight Size

Controls the size of the shiny highlights on areas facing the light; higher values yield larger highlights.

Highlight Color

Choose any color for the shiny highlights.

Light Boost

Strengthens the light source. High values yield a brighter light source. It's like changing out a 40 watt bulb for a 100 watt bulb.

Super Star

Super Star leaves its predecessor in the dust, adding new controls for curved sides and gaps, and tip flattening. These options allow you to create many new shapes, including gears, flowers, spirographs and more. Super Star also provides new color management tools for tinting your fancy new shapes. Super Star includes a color gradient editor for fancy work and options for radiating colors from the edge or center of your stars.

Settings Tab

See the **Settings Tab** section for more information.

Basic Tab

Create Output In New Layer Above Current

See the **Common Controls** section for more information.

Scaling Mode

See the **Common Controls** section for more information.

In-preview Radius and Orientation Controls

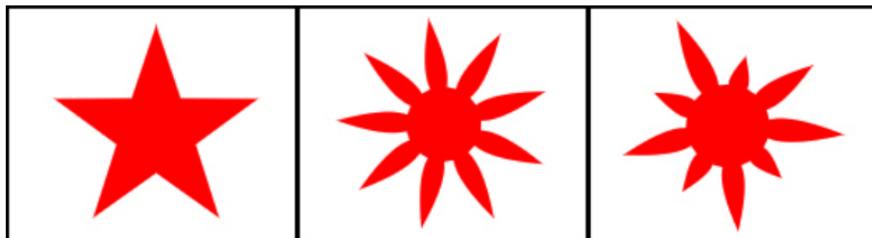
By clicking the arrow button  above the preview window, you enable an in-preview control that offers click-and-drag control over Orientation and Radius.



Place your cursor over the control point and drag it to rotate and resize your star.

Star Type

- **Classic**—Disables all advanced controls and creates only symmetrical geometric shapes.
- **Curvy**—Adds curves to uniform geometric shapes.
- **Irregular**—Renders irregular spires and curves in shapes.



Left to right: examples of Classic, Curvy and Irregular stars.

Radius

Controls the size of the star.

Orientation

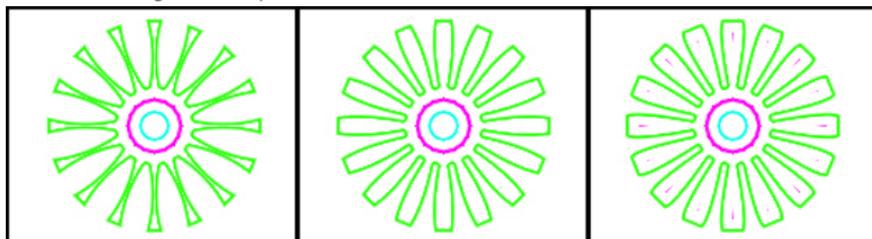
Rotates the star. Click and drag within the control box to change the direction, or enter a value between 0 and 360 degrees.

Number of Sides

Selects the number of spikes in your star.

Indentation

Controls the length of the spikes.



Left to right: increasing Side Bulge.

Flatten Tips

Controls the amount that spike tips are squared off.

Gap

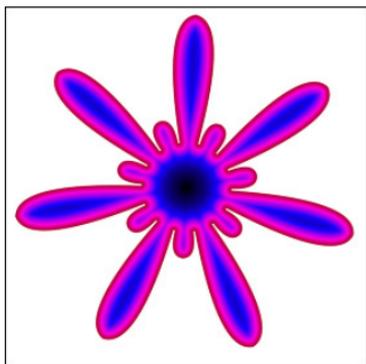
Controls the width of the gap between the bases of spikes.

Spike Irregularity

Randomizes the lengths of spikes and the angles at which they grow outward.

Alternating Spikes

Creates spikes of alternating lengths. Higher values increase the difference in lengths.



Left to right: Alternating Spikes.

Random Seed

Controls the random elements of this filter. Click it until you get a result you like.

Colors Tab

Single Color

Chooses a single color for your star and disables the Gradient controls.

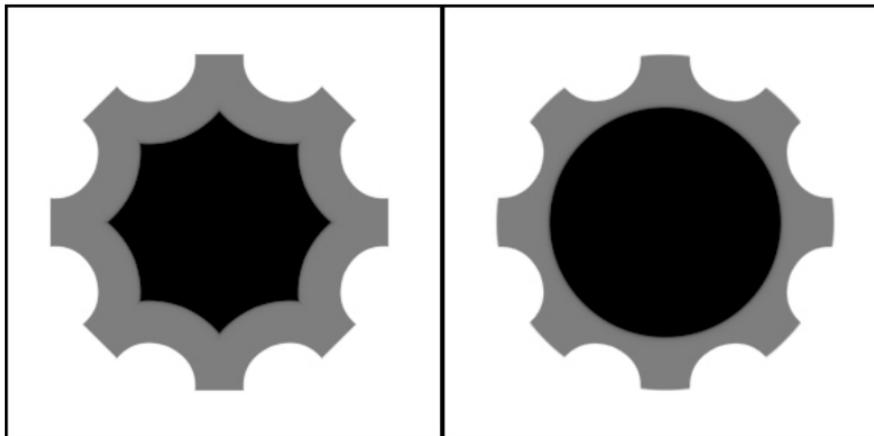
- **Star Color**—Choose any color for the bevel. For more information on selecting colors, see Color Selection Tools.

Gradient

For more information on using gradients, see Using the Gradient Editor.

Radiate from Center

Select this option to make gradients expand radially from the center of the star rather than adhering to the shape of the star.



Left: Radiate from Center disabled. Right: enabled.

Overall Opacity

Controls the transparency of the star. Low values yield a more transparent object. Underlying images remain more visible. Higher values reduce the visibility of underlying images.

Swirl

Swirl smears your selection with fine brush strokes. You can swirl images, simple color patterns, or solid colors. Swirls can form tiny whirlpools or sprawling clusters of streaks. Used properly, Swirl adds an impressionist touch to your compositions.



Settings Tab

See the **Settings Tab** section for more information.

Basic Tab

Create Output In New Layer Above Current

See the **Common Controls** section for more information.

Scaling Mode

See the **Common Controls** section for more information.

Add Swirl to Solid Color

Select this option to Swirl the solid color of your choice. You can select a color using the eye dropper, the default color palette, or choose the foreground or background color. You can also choose one of the six most recently sampled colors.

Add Swirl to Original Image

Select this option to swirl the colors in the original image.

Random

Choose this option to apply a random pattern of swirls to your selection.

From Image Features

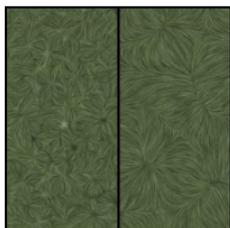
Select this option to force brush strokes to line up along contrasting image details.



Swirl applied to the original image. On the left a random pattern was applied. On the right, the swirl patterns are derived from image details.

Feature Size

Controls the average spacing between the center of the brush strokes. Lower values create lots of tiny, closely spaced whirlpools. Large values create larger individual whirlpools—sometimes with no visible centers.



Left to right: Increasing Feature Size.

Smear Length

Controls the length of the streaks in your selection. Small lengths yield an effect like shag carpet. Larger values smear the streaks to greater lengths, yielding either long radial spokes, or—depending on the Twist percentage—uninterrupted whirls or eddies.

Twist (%)

Controls the appearance of rotation in each swirl. Zero creates relatively straight smears; 100 yields a whirlpool shape. With extremely short smear lengths, the difference in appearance is negligible.

Streak Detail

Adds contrast to the flowlines in swirls, making the streaks more visible and focused.

Seamless Tile

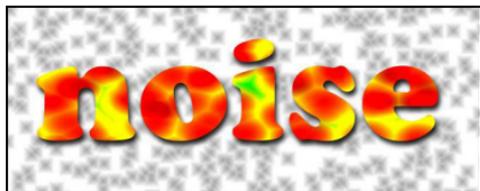
Select this box to create a repeatable pattern with no seams.

Random Seed

Controls the random elements of this filter. Click it until you get a result you like.

Texture Noise

Used delicately, the Texture Noise filter adds organic texture to images, making them appear more natural by varying hue, saturation, brightness and opacity. However, by tossing subtlety to the wind, you can add flashy, psychedelic highlights to an image, or create solid blocks of texture.



Settings Tab

See the **Settings Tab** section for more information.

Basic Tab

Create Output In New Layer Above Current

See the **Common Controls** section for more information.

Scaling Mode

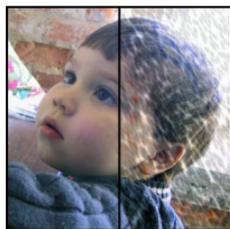
See the **Common Controls** section for more information.

Add noise to a solid color

Applies Texture Noise to the solid color of your choice. You can select a color using the eye dropper, the default color palette, or choose the foreground or background color. You can also choose one of the six most recently sampled colors.

Add Noise to Original Image

Keeps the original image and adds texture noise.



Above right: Texture Noise Snowfall setting.

Hue Noise

Controls the variation in hue. Higher values yield a more colorful appearance.

Saturation Noise

Controls the range of variation in saturation. Higher values yield a wider range in saturation of the colors in the noise.

Brightness Noise

Controls the range of brightness values in the texture. Higher values yield a more obvious range of brightness.

Opacity Noise

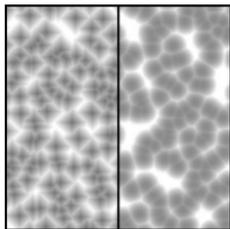
Controls the amount of transparency added to the noise pattern. Higher values yield more variation in transparency.

Texture

This drop-down box offers six noise patterns:

- Smooth Lumps
- Smooth Fractal
- Wrinkled Fractal
- Dots
- Crinkles
- Diamonds

Toggle through the options to familiarize yourself with the six texture styles.



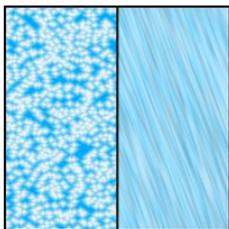
Left to Right: Diamond and Dots textures.

Texture Feature Width

Controls the horizontal size of the noise lumps. Higher values create wider lumps.

Texture Feature Height

Controls the vertical size of the noise lumps. Higher values create taller lumps.



Above Left: Equal Texture Feature Width and Height. Streaks. Right: Rotated texture applied with low height and long width values.

Fractal Roughness

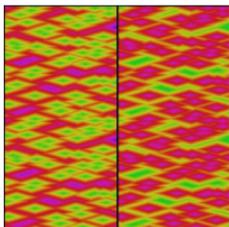
Controls the amount of detail in the fractal patterns. Higher values yield a rougher, more detail appearance, useful for adding natural texture to photos.

Rotate Texture

Rotates the texture layer, without rotating any original image. Click and drag the circular slider or enter a value between 0 and 360 degrees.

Invert Texture

Flips the hue, saturation, brightness and opacity to negative values.



Left to right: Inverted textures.

Seamless Tile

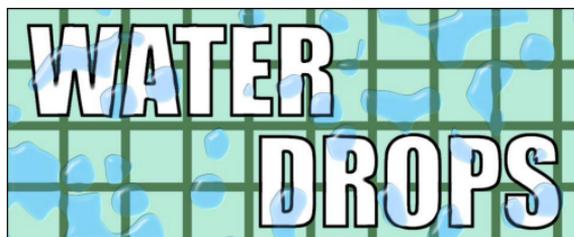
Check this box to create a repeatable pattern with no seams.

Random Seed

Controls the random elements of this filter. Click it until you get a result you like.

Water Drops

Water Drops creates a wide variety of liquid shapes: spheres, spurts, spills, spots and more. You can select the color of the drops, make them pool together and distort underlying images as if they had been rained on.



Settings Tab

See the **Settings Tab** section for more information.

Basic Tab

Create Output In New Layer Above Current

See the **Common Controls** section for more information.

Scaling Mode

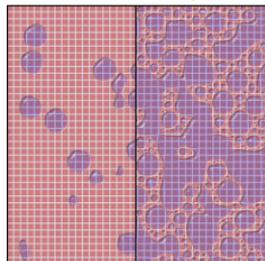
See the **Common Controls** section for more information.

Drop Size

Controls the size of the liquid blobs. High values yield fewer, larger drops. Low values splatter the selection with small drops.

Coverage

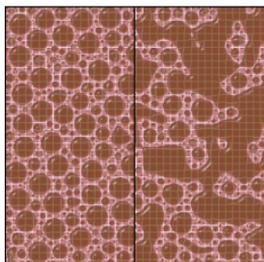
Controls the percentage of the selection covered with liquid. You can select any value between 1 and 100 percent.



Left to right: Increasing Coverage.

Clumping

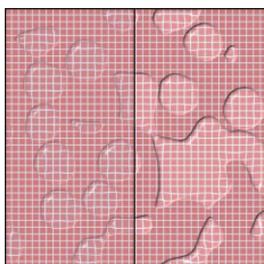
Creates gravity between the drops. At higher values the liquid pools together, forming large irregularly shaped blobs.



Left to right: Increasing Clumping.

Focus

Sharpens the edges of drops and boosts the brightness of the liquid color.



Left to right: Increasing Focus.

Refraction

Controls the amount that the selection is warped by the water drops. Higher values increase the distortion.

Opacity

Controls the transparency of the liquid. High values obscure any underlying images.

Tinting

Chooses the amount of Liquid Color revealed by light passing through the blobs. Low values show less of the liquid color.

Liquid Color

Choose any color for your water drops. For more information on selecting colors, see **Color Selection Tools**.

Lighting Controls

DIRECTION

Controls the direction from which the light falls on the drops. Click and drag within the lighting control box to change the direction, or enter a value between 0 and 360 degrees.

INCLINATION

Controls the angle formed by the light and the page. Click and drag within the lighting control box to change the inclination, or enter a value between 0 and 90 degrees.

HIGHLIGHT BRIGHTNESS

Controls the intensity of the shiny highlights appearing on the drops.

HIGHLIGHT SIZE

Controls the size of the shiny highlights on areas facing the light; higher values yield larger highlights.

HIGHLIGHT COLOR

Choose any color for the shiny highlights. For more information on selecting colors, see **Color Selection Tools**.

Random Seed

Controls the random elements of this filter. Click it until you get a result you like.

Weave

Weave simulates four woven patterns: plain, basket, satin and twill. You can convert photos into woven textures and create solid or tileable textures.



Settings Tab

See the **Settings Tab** section for more information.

Basic Tab

Create Output In New Layer Above Current

See the **Common Controls** section for more information.

Scaling Mode

See the **Common Controls** section for more information.

Pattern

Selects one of the following three weave patterns:

- Plain
- Basket
- Twill
- Satin

Explore the Settings tab to quickly familiarize yourself with the different weave patterns.

Texture Orientation

Rotates the texture. Use the circular slider or enter a value between 0 and 360 degrees.

Ribbon Width

Controls the breadth of the ribbons in the woven texture. Higher values yield wider ribbons.

Solid Colors

Select this option to choose your ribbon colors.

Vertical Ribbon Color

Selects the vertical ribbon color. You can select a color using the eye dropper, the default color palette, or choose the foreground or background color. You can also choose one of the six most recently sampled colors.

Horizontal Ribbon Color

Selects the horizontal ribbon color.

Colors from Original

Tints the woven texture using color details in your selection.



Above: Colors from Original.

Gap Width

Increases the size of the holes between ribbons. Larger values create bigger holes.

Fill with Solid Color

Selects the color which shows through gaps in the ribbons.

Keep Original Image

Select this option to color the gaps using original image details.

Make Gaps Transparent

Makes the gaps between ribbons transparent, revealing the underlying layers.

Shadow Strength

Specifies the darkness of the shadows falling on ribbons woven beneath other ribbons. Higher values yield darker shadows.

Seamless Tile

Check this box to create a repeatable pattern with no seams.

Random Seed

Controls the random elements of this filter. Click it until you get a result you like.

Advanced Tab

Thread Detail

Controls the appearance of threadlike streaks in ribbons. Higher values yield more threads.

Thread Smear Length

Controls the length of the threads running along ribbons. Low values make ribbons appear grainy. High values create the appearance of unbroken streaks running the length of each ribbon.

Smear Original Image

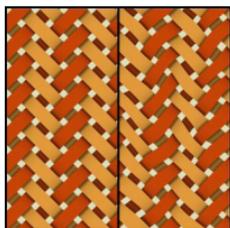
Select this box to create threads which smear underlying image details.



Left: The original Image is smeared.

Distortion

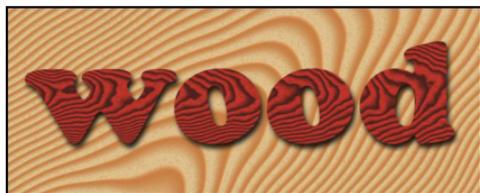
Controls the waviness of each ribbon. A zero value produces straight ribbons. Higher values result in increasingly wavy ribbons.



Left to right: Increasing distortion.

Wood

Wood simulates the features common to sawn lumber, including grain, knots and rings. You can control the thickness and waviness of growth rings, the angle at which the wood is cut and more. Create planked or solid and tileable wood textures.



Settings Tab

See the **Settings Tab** section for more information. [link to Settings Tab section]

Basic Tab

Create Output In New Layer Above Current

See the **Common Controls** section for more information.

Scaling Mode

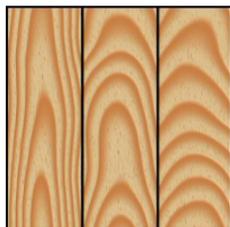
See the **Common Controls** section for more information.

Ring Thickness

Acts as a zoom lens. Low values elevate the view, creating thinner, densely packed rings. High values yield a close view, with thicker, widely spaced rings.

Cut Offset

Controls the angle at which the wood is sawn. At 0, the board is cut along the length of the tree, like a 2x4. At 100, the wood is cut into logs, almost like firewood



Left to right: Increasing Cut Offset.

Pulp Color

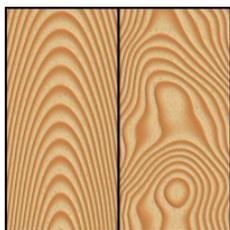
Selects the color of the space between growth rings. You can select a color using the eye dropper or choose the foreground or background color. You can also select one of the six most recently used colors.

Bark Color

Selects the color of the growth rings.

Variation Amount

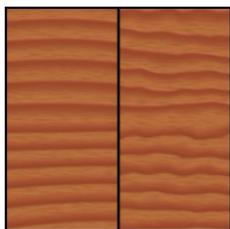
Controls the amount of waviness along growth rings. Higher values result in increasingly curly rings.



Left to right: Increasing Variation Amount.

Variation Roughness

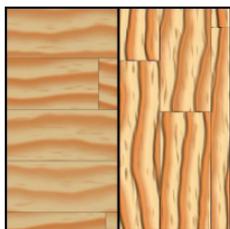
Controls the jaggedness of waves in growth rings. Higher values yield increasingly jagged growth rings.



Left to right: Increasing Variation Roughness. Rings still flow in the same direction; variation makes them more wavy.

Contrast

Controls the brightness of the pulp rings. Higher values create brighter highlights and the appearance of raised growth rings.



Left to right: Increasing Contrast.

Wood Orientation

Rotates the texture. Use the circular slider or enter a value between 0 and 360 degrees.

Seamless Tile

Check this box to create a repeatable pattern with no seams.

Random Seed

Controls the random elements of this filter. Click it until you get a result you like.

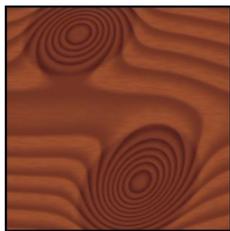
Knots Tab

Number of Knots

Controls the number of knots randomly placed in the wood texture. Choose one to ten knots.

Knot Size

Controls the width of the dark knots. Higher values yield larger knots.

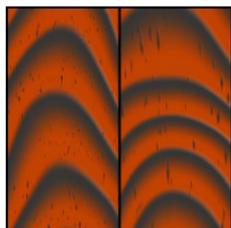


Above: Knotted wood.

Grain Tab

Grain Size

Controls the size of the lines that simulate grain in the wood pulp. Higher values create larger grain.



Left to right: Increasing Grain Size.

Grain Aspect Ratio

Controls the length to width ratio of the grain. Higher values yield a longer grain, without affecting its thickness.

Grain Density

Controls how closely packed the grain appears. Higher values yield more streaks, increasing the grain density.

Grain Opacity

Controls the contrast of grain streaks against the rest of the wood; higher values yield opaque streak and strengthen the illusion of depth in the wood texture.