



DreamSuite™ Series
Classic and Professional Version



Introduction to DreamSuite

DreamSuite is a visual imaging special effects application that runs as both a stand-alone program and as a plug-in to popular image editing programs like Adobe Photoshop. DreamSuite offers a robust design architecture to allow you to explore and create an infinite variety of looks for your artwork.

There are different 'Series' of effects that run under the same application and can be combined together using the DreamSuite Pro upgrade option available to all DreamSuite owners. The Pro version includes new features like Smart Layers that allow you to combine different effects together through a powerful effect layer palette. The Pro version also lets you add photo layers, correction layers and create masking layers that add professional level functionality to the software.

The Classic version of DreamSuite allows you to apply one effect at a time and does not support layer functionality and only supports a single Undo/Redo. The Pro version of DreamSuite features layers and layer presets and an unlimited undo functionality.

The Pro version upgrade will allow you to combine effects from any of the DreamSuite Series products. Using the Pro version you can combine Liquid Metal in Series one with Crystal from the Gel Series, for example. In addition the Pro version features layer presets that can save and recreate layer effect settings to build complex visual effects. Quickly build dozens of layers using the layer preset feature and then change any of the layer settings.

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Installing on Windows

Launch the Installer

Quit all running applications before running the DreamSuite install program. Insert the CD into your drive. After inserting the CD an installation screen will appear providing you with options to choose from. Select the option that allows you to install the software. If the installation screen does not automatically appear you will need to go to My Computer on your desktop and open the CD. To install the DreamSuite software, double click on the **setup.exe** that is found on the CD.

The installer software will launch and will display a series of information screens and the license agreement. Please take a moment to review the license agreement as it defines your rights to use of this software. If you agree with the terms set forth in the license agreement, click on "Yes".

Carefully Select the Install Location For The Software

The installer will automatically install both the application and the plug-in version of DreamSuite. If you plan on using only the application version you may install the software anywhere on your computer (usually the Programs Folder on your startup drive). If you plan on using DreamSuite as a plug-in you need to install the software in a special location specified by the application running the plug-in. Most applications have a folder that you install the plug-ins into. See the next page for a list of install locations for the DreamSuite plug-in.

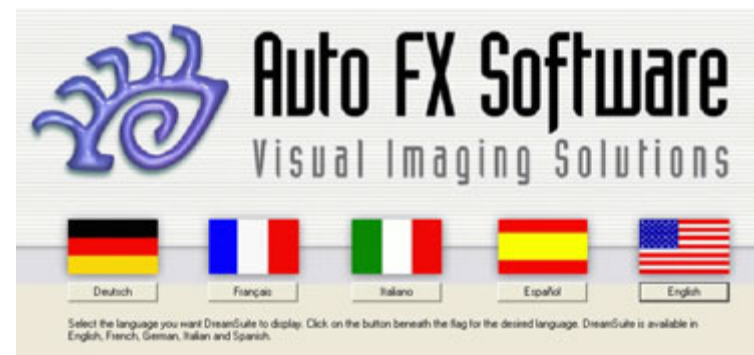
If you own an application that supports Photoshop 4.0 plug-ins and the install location is not listed on this page, refer to your application's manual for the proper install location. Typically you install plug-ins into the host applications plug-ins folder, but each program is different. You may also need to contact the host application tech support department for assistance finding where to install plug-ins in their software.

DreamSuite Application Version

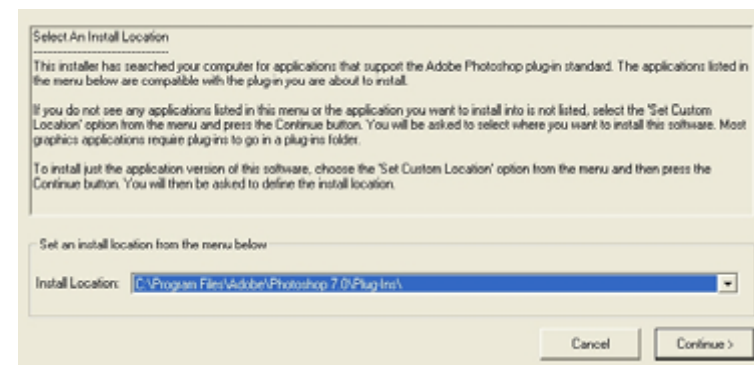
The application version of DreamSuite is installed in the same folder as the plug-in. A shortcut to the application version is included under the Start > Programs > Auto FX Software > DreamSuite menu. The application version is automatically installed on your computer. If you desire to use only the application version and not the plug-in you can select any location for the install of the program.

Enter Your Name and Serial Number

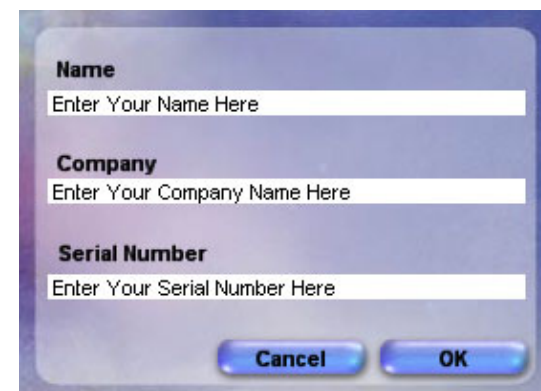
When you first start DreamSuite you will be asked to enter your Name, Business name if this software was purchased by a business, and the serial number you were issued with this license. **For physical product purchases you will find the serial number on a sticker that is placed on the inside cover of the CD case. Serial numbers for electronic purchases are issued as part of the purchasing process.** Review your paperwork carefully for the serial number. Remember that the serial numbers are case sensitive where letters are used and you must enter in the dashes at the appropriate location.



Select the language you want the software to run in.



The installer automatically searches your system for host applications like Adobe Photoshop that support the plug-in version. Choices are shown under the install location menu. Select Custom location from the menu to install anywhere on your machine (install the application version anywhere). The plug-in version must be installed into the host's plug-in directory.



Once you launch the DreamSuite software you will be required to enter your name and serial number. You can copy and paste in the serial number if you have it already typed in.

Installing the Plug-in

Plug-ins are software that run inside another application to enhance and extend the application's capabilities. The application plug-ins run inside is called the "Host Application". Each host application has their own location they require plug-ins to be installed in order for them to be used.

To the right we have listed the more common programs that use plug-ins. If your program is not listed we encourage you to read in the host application manual on where to install plug-ins.

Once the plug-in is installed you must restart your host application before the plug-in will show up. Most host applications have a filter menu where plug-ins will show up under. Check your host application manual for how to find plug-ins that have been installed.

One additional item you should be aware of when installing plug-ins: many host applications allow you to set the preferences for where it will look for plug-ins. You can change the folder the host application looks to when loading up plug-ins. The application will not load any plug-ins that are not in the location you have defined in your preferences. Make sure your application is looking to the folder you have installed DreamSuite into. All install locations listed to the right show the default plug-in folder locations the preference is set to.

Locating the Plug-in

DreamSuite, if properly installed into the plug-ins folder, should show up under the menu where the host application displays Photoshop compatible plug-ins. Photoshop, for example, will show the plug-in you just installed at the bottom of the Filter menu under the Auto FX name. If the plug-in is not showing up in the host application you should take the following actions:

- Verify that you installed the plug-in into the correct folder. Do this by opening up the folder you installed into and seeing if the plug-in is there.
- If the plug-in is installed into the correct folder you should next check to see if the host application's preferences are set to load plug-ins from the location you installed into. Adobe Photoshop, for example, allows users to set the plug-in folder from the Preferences menu. Make sure this is pointing to the same folder you installed the plug-in into.

If you require personal assistance installing this software, please call us at (205) 980-0056. We will be glad to help you get up and running. We do request that before calling you retry the installation instructions again and make certain you are placing the plug-in inside the right folder and that you have restarted your host application after the installation process.

Adobe Photoshop (Windows)

Version: 4	Install Location:	C:\Program Files\Adobe\Photoshop 4\PlugIns
Version: 5	Install Location:	C:\Program Files\Adobe\Photoshop 5\Plug-Ins
Version: 5.5	Install Location:	C:\Program Files\Adobe\Photoshop 5.5\Plug-Ins
Version: 6	Install Location:	C:\Program Files\Adobe\Photoshop 6.0\Plug-Ins
Version: 7	Install Location:	C:\Program Files\Adobe\Photoshop 7.0\Plug-Ins

Photoshop Elements (Windows)

Version: 1	Install Location:	C:\Program Files\Adobe Elements\Plug-Ins
Version: 2	Install Location:	C:\Program Files\Adobe Elements\Plug-Ins

Adobe PhotoDeluxe (Windows)

Version: 3	Install Location:	C:\Program Files\PhotoDeluxe 3.0\Plug-Ins
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Corel Draw's Photo-Paint (Windows)

Version: 9	Install Location:	C:\Program Files\Corel\Graphics9\Plugins
Version: 10	Install Location:	C:\Program Files\Corel\Graphics10\Plugins

Jasc Paint Shop Pro (Windows)

Version: 6	Install Location:	C:\Program Files\Paint Shop Pro 6.0\Plugins
Version: 7	Install Location:	C:\Program Files\Paint Shop Pro 7.0\Plugins

Installing on Macintosh

Launch the Installer

Quit all running applications before running the DreamSuite install program. Insert the CD into your drive. Go to your desktop and open the CD. To install the DreamSuite software, double click on the DreamSuite Installer that is found on the CD. The installer software will launch and will display a series of information screens and the license agreement. Please take a moment to review the license agreement as it defines your rights to use of this software. If you agree with the terms set forth in the license agreement, click on "Yes".

Carefully Select the Install Location For The Plug-in

During the installation process you will be asked to set a location where you want to install the software. If you are using the software inside a Photoshop plug-in compatible application you will need to carefully select the location for the plug-in to be installed. Failure to select the correct location for the install will result in the plug-in not appearing in your host application. Install locations vary by applications. See the bottom of this page for a partial list of install locations for the DreamSuite plug-in. If you own an application that supports Photoshop 4.0 plug-ins and the install location is not listed on this page, refer to your application's manual for the proper install location. Typically you install plug-ins into the host applications plug-ins folder, but each program is different.

Enter Your Name and Serial Number

When you first start DreamSuite you will be asked to enter your Name, Business name if this software was purchased by a business, and the serial number you were issued with this license. **For physical product purchases you will find the serial number on a sticker that is placed on the inside cover of the CD case. Serial numbers for electronic purchases are issued as part of the purchasing process.** Review your paperwork carefully for the serial number. Remember that the serial numbers are case sensitive where letters are used and you must enter in the dashes at the appropriate location.

Adobe Photoshop (Macintosh)

Version: 4	Install Location:	Adobe\Photoshop 4\PlugIns
Version: 5	Install Location:	Adobe\Photoshop 5\Plug-Ins
Version: 5.5	Install Location:	Adobe\Photoshop 5.5\Plug-Ins
Version: 6	Install Location:	Adobe\Photoshop 6.0\Plug-Ins
Version: 7	Install Location:	Adobe\Photoshop 7.0\Plug-Ins

Adobe PhotoDeluxe (Macintosh)

Version: 2	Install Location:	PhotoDeluxe 2.0\Plug-Ins\
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Adobe Elements (Macintosh)

Version: 1	Install Location:	Adobe Elements\Plug-Ins
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Follow the onscreen instructions that guide you while installing the software. Plug-ins must go in the right directory. The stand-alone software can run from any directory.



Locate the plug-ins folder and click once on the folder to highlight it. Now click the Select Folder button.

Memory Management on the Mac

Making Sure There is Enough Free Memory

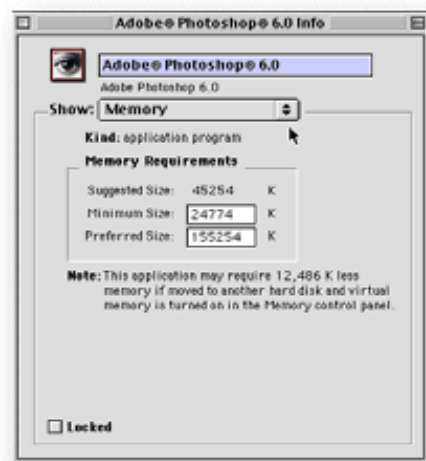
If you are running on earlier versions of the Mac OS you will be required to manage your memory carefully. Graphics applications require a lot of memory. DreamSuite is no exception to this rule and due to the dynamic nature of the software, requires more than most. You should provide DreamSuite with as much available memory as you can to ensure fast and trouble free operations. You may consider running this software as a stand-alone version (versus as a plug-in) if you run into memory problems. We highly recommend Mac OS X as memory management is superior and our software runs better under the Mac OS X system.

When using the application version of DreamSuite you should adjust the memory settings as high as possible. When using the plug-in version of DreamSuite you should lower the amount of memory your host application (Adobe Photoshop, for example) is using. This frees up more memory for DreamSuite. DreamSuite uses free RAM that is not being used by any other program.

Freeing Up Memory

Here are some ways you can free up memory on the Mac

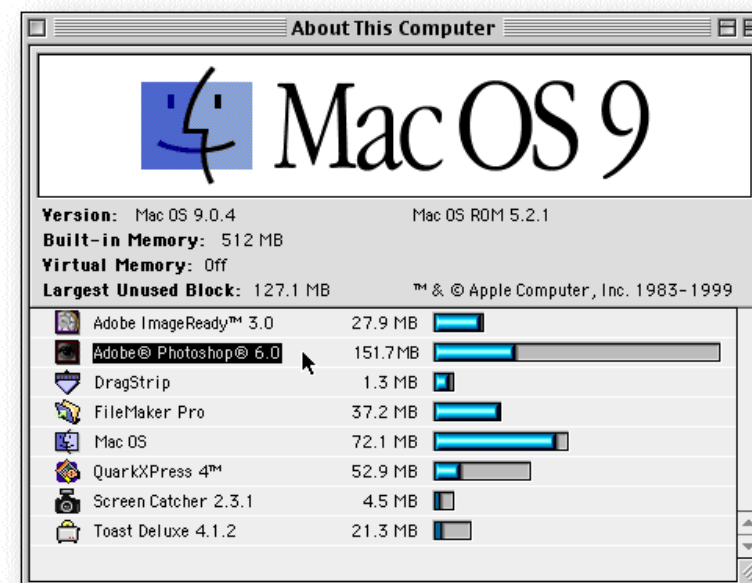
- Run this software as a stand-alone application instead of as a plug-in
- Quit all non-essential applications that are running.
- Reduce the amount of memory that essential applications are using
- Reduce the amount of memory Adobe Photoshop is using. Photoshop can operate efficiently on 50MB of memory while you work in DreamSuite



Unless you are working with very large images you can keep Photoshop's Preferred Size memory to a setting that leaves a lot of Free Ram for other applications such as DreamSuite.



If you are new to the Mac, here is how you find out how much memory is being used by your computer. Go to the Apple menu in the upper left corner of the monitor and choose the About This Computer menu item.



Once the About This Computer window appears you can see how much RAM each program is using. You can also see how much free RAM there is by looking at the **Largest Unused Block**. In the example above there is 127.1 MB of free RAM available.

Later versions of the Mac OS allow you to double click on the application name shown in the About This Computer Windows. This will open up the Info window for the application and will let you adjust the memory. Earlier versions require you to go to the finder and locate the application then press Command I to open the Info window to set the memory parameters.

Receiving Technical Support

Receiving Free Technical Support By Phone

Auto FX Software believes in providing exceptional customer and technical service. Unlike some of the larger graphics companies in the business, we do not believe in charging for technical support for our products. We feel that you should be supported through the life of the product.

Technical support is, however, reserved for registered users only - if you have not registered this product and require technical support we request that you go to our website and register your software on our Product Registration page. If you prefer to register when you call in for support we will log you into our database for future support calls. Our Technical support hours are from 9 AM to 6 PM Central Standard Time - Monday through Friday - closed on major US holidays.

Before calling our technical support number we request that you be at your computer with all relevant software and documentation ready. Our support staff appreciates this as it helps us serve you and other customers faster and more efficiently. We also encourage you to first check on our website to see if there is information or updated software patches that will fix your problem. Call 205-980-0056 if you need assistance using this product. We request that you limit the questions you ask to those relating to the use of our product. Our staff constantly gets questions on how to use host applications our plug-in works in. Questions relating to the use of Adobe Photoshop, for example, should be addressed to the support staff of Adobe and not to our support staff. We appreciate your respecting this request.

Receiving Free Technical Support By e-Mail

You may also e-mail your technical support questions to techsupport@autofx.com. Please do not send any attached files with your e-mail. If we require seeing screenshot examples or original files of your work we will request this information in our reply.

Be Prepared To Provide Us With This Information

Please provide us with the following information when you send in an e-mail or call in requesting assistance:

Operating Platform:	Mac or Windows
Operating Software	What version of system software are you using. Mac OS 9.1 or Windows 2000 for example
System Memory	How much system memory (RAM) do you have available to your machine
Host Application	If you are using the plug-in version of our software you will need to tell us the name of the host application and the version (i.e. Adobe Photoshop 6.0.1)
Our Software	Users sometimes forget to mention what Auto FX Software they are using Please be specific and name the effect and detail the specific nature of the problem

Frequently Asked Questions On Our WebSite

Check the Auto F/X website at <http://www.autofx.com> for answers to frequently asked questions on DreamSuite.

File Menu

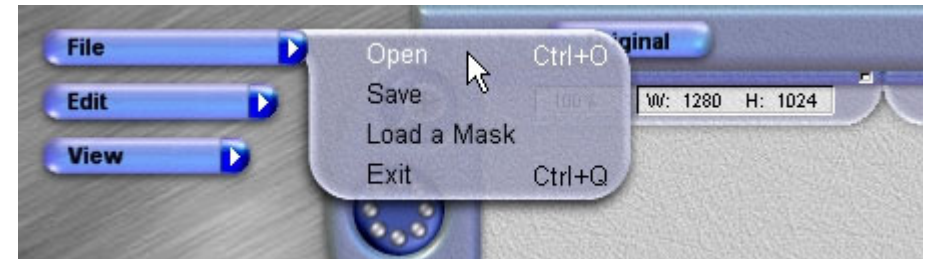
Differences Between the Stand Alone and Plug-in Version File Menu

- Both the stand alone and plug-in versions of DreamSuite allow you to save your artwork to disk
- Both the stand alone and plug-in versions of DreamSuite allow you to load a mask that will be used as the selected area for an effect
- Choosing Exit while in the plug-in version cancels the plug-in and returns you to the host application without changing your image. Choosing Exit while working in the application version will quit the program.
- The application version allows you to open files while the plug-in version does not as it relies on the host application to provide the image information

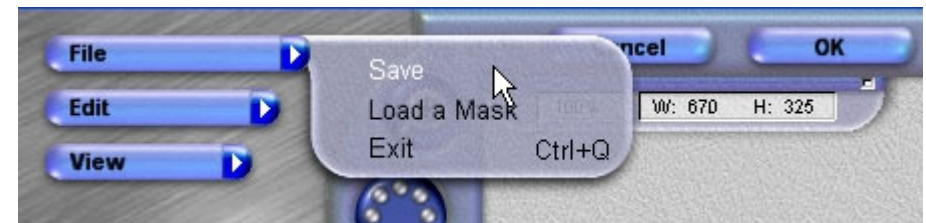
Saving Copies of Your Work

While you are working on a project it may be helpful to save out copies of your work in progress. Go to the File > Save menu option and save your work using any of the following formats:

- .bmp : Bitmap File Format: Basic graphic file format for Windows
- .psd : Photoshop Native File Format: Includes full transparency layer support
- .tif : Saves a standard Tagged Image File Format (TIFF)
- .jpg : Saves images to a default Best Quality JPG setting
- .png : PNG24: Includes transparency mask support and lossless compression



Application Version File Menu



Plug-in Version File Menu

Edit Menu

Bring to Front / Send to Back

Effects that allow you to clone onscreen objects also allow you to reorder the new objects from front to back. Clicking on an object that is in the front and selecting Edit > Send to Back will place the object behind all other objects in the preview. If you choose Bring to Front the selected object will be ontop of any other object in the preview.

Shortcut Keys

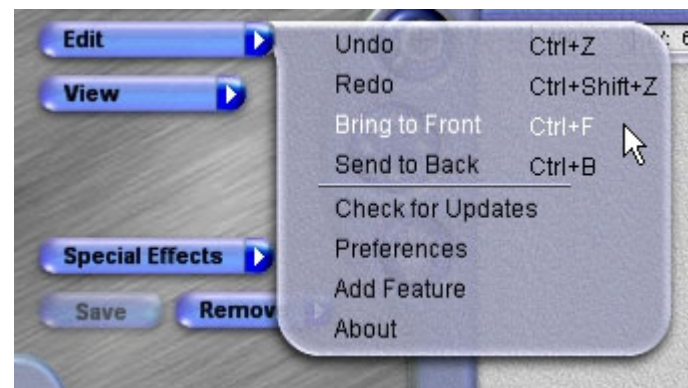
Bring to Front
Send to Back

Mac

Command F
Command B

Windows

Control F
Control B



Preferences Dialog

The Preferences dialog is activated by selecting the Edit > Preferences menu option. The Preferences dialog allows you to customize the way DreamSuite looks and works.

General

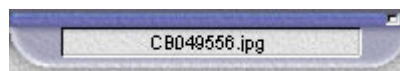
The General tab lets you control rendering and proxy options.

Show Alert Warning

When activated various alert warnings will be displayed. If you have already seen the warnings in the past and do not wish to see them in the future then you may turn this off.

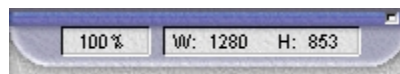
Show Filename Palette

The stand-alone application version will display a small palette at the top of the window that shows the name of the file you are working with. Use this option to turn this feature on or off as desired.



Show Information Palette

This palette shows information such as the current zoom level and the width and height of the file. To control the width and height display dimensions change the menu below this control option to display either Pixels or Inches.



Render Button

When the Render Button option is selected the DreamSuite software will wait for you to make as many changes as you desire and will only update the preview when you press the render button. After you select the Render Button option a Render button will appear on the control bar area. After you have changed the effect settings press the Render button and the effect will update to the new settings.

Show Tool Tips

The tool tips in this software help you to get started understanding the many different controls and tools. They display automatically when you hold the cursor over a control for a few seconds. After you are familiar with this software you may elect to turn this feature off. Use this control option to disable the automatic display of tooltips.

Delayed Render

The Delayed Render option allows you to select how long the DreamSuite software waits before beginning to render the effect. You can change controls and once you are through DreamSuite waits for the delayed time before starting to render. This delayed time allows you to adjust both slider and onscreen controls without the rendering process beginning immediately after the control is adjusted. Use the Delay Time menu to set the amount of time you want DreamSuite to delay after the last control is moved before starting to update the preview. If you do not desire a delay then choose No Delay under the Delay Render menu.

Note: DreamSuite features user interrupts that allow you to update an effect that is already being processed. If an effect begins to process and you decide to change a setting you can just make the desired change and the effect stops, accepts the new settings and begins to process again. Interrupts prevent you from waiting on a process to complete before making changes.

Proxy

You must quit and then restart this software before the Proxy changes take place.

The proxy option defines the maximum preview size that the software renders to while working with your graphics. The preview displays how the final high-resolution version will look once you have saved the file or applied back into a host application like Photoshop. The proxy system was designed to vastly speed up complex operations that this software uses to render photo-realistic high-quality graphics. By limiting the size of the preview and working with just the preview graphic while you work you can realize a faster preview speed than working with a high-resolution image that must then be scaled down to display in the preview window each time you make a change. We recommend always running in Proxy mode. Depending on your monitor and display settings you may elect to change the default 800 x 600 constraints.

Warning: Disabling or increasing the size of the Proxy display settings will reduce the render speed.

Flavors

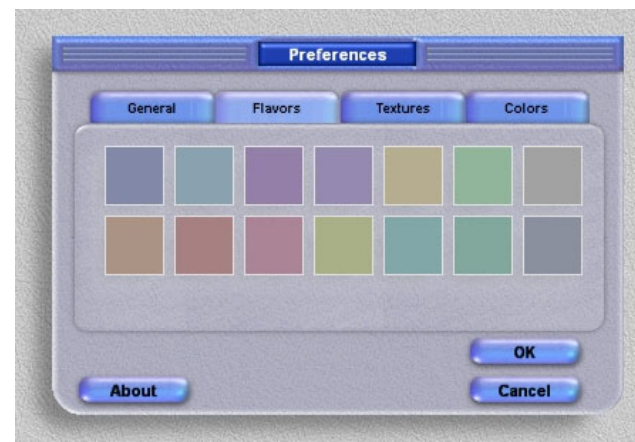
Flavors allows you to change the color of the DreamSuite interface to a color of your choice. Click on any color in this dialog and the interface, menus and all graphics will then change to the color of your choice.

Desktop Textures

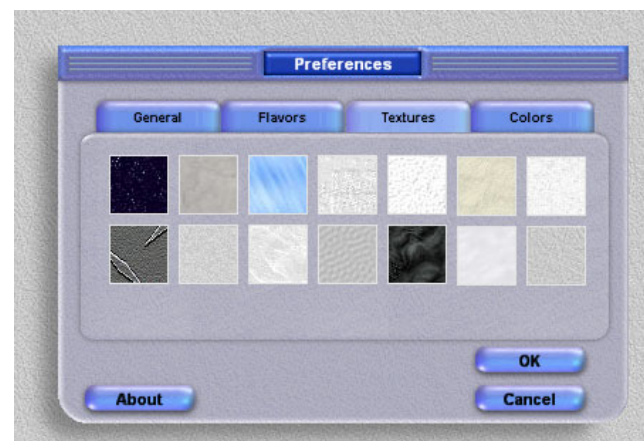
Desktop Textures define the pattern that is used on the desktop behind the preview window. Click on any texture to see what it looks like onscreen. Try mixing and matching Textures with Flavors.

Desktop Colors

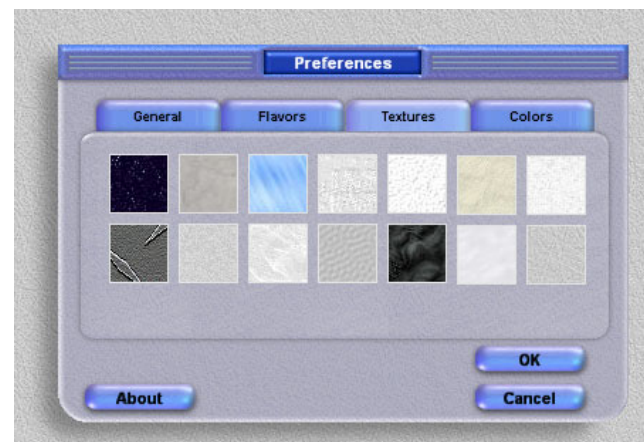
Desktop Colors fills the desktop area behind the preview window with a color. Click on any color to see what it looks like onscreen. Try mixing and matching Colors with Flavors.



Flavors Tab lets you define the color scheme of the software



Textures changes the desktop texture on the preview



Colors makes the desktop display a color on the preview

View Menu

Preview Size and Zooming Controls

Fit in Window: Resizes the preview to fit the maximum dimensions of your screen

Browser Dimensions: Resizes the preview to show actual pixels (1:1) as seen in a browser

Zoom In: Magnifies the preview in by one level

Zoom Out: Reduces the preview out by one level

Viewing Selection Lines Around Your Effect

Selection lines are hidden when they are first brought into DreamSuite.

To turn selection line previews on or off use this menu control.

Show /Hide Selection Lines: This menu item toggles the selection line preview on or off

Previewing With Different Backgrounds

There are times when you will want to preview your effect with a different background to see how it will look once it is layered ontop of a color. Use these menu controls to try different background styles.

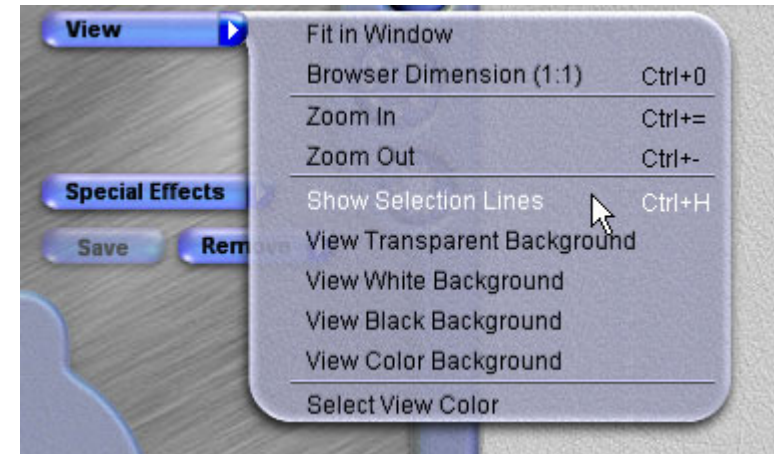
View Transparent Background: Displays a transparent background behind the selected artwork

View White Background: Displays a white background behind the selected artwork

View Black Background: Displays a black background behind the selected artwork

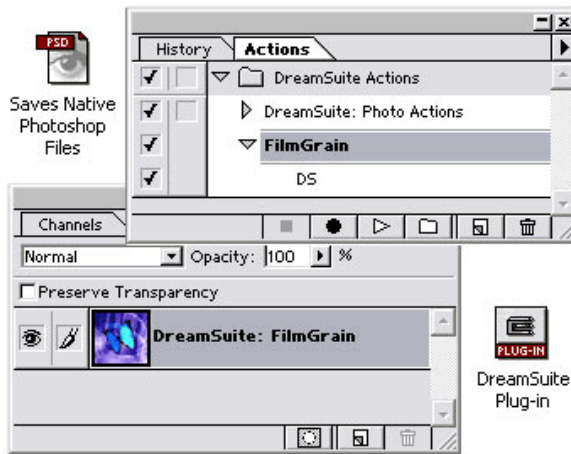
View Color Background: Displays the currently selected color behind the selected artwork.

Select View Color: Activates the color picker so you can set the View Color used in the View Color Background menu option.



Shortcut Keys	Mac	Windows
<i>Dimension (1:1)</i>	<i>Cmd 0 (zero)</i>	<i>Ctrl 0 (zero)</i>
<i>Zoom In</i>	<i>Cmd Spacebar</i>	<i>Ctrl Spacebar</i>
<i>Zoom Out:</i>	<i>Option Spacebar</i>	<i>Alt Spacebar</i>
<i>Selection Lines</i>	<i>Cmd H</i>	<i>Ctrl H</i>

Features of the DreamSuite Series Plug-in



Record your favorite DreamSuite effects as Actions



The Adobe Photoshop last filter command lets you reapply the DreamSuite effect again on other images or layers

The plug-in version of DreamSuite can be assessed from within the host application wherever filters and plug-ins are run from - please reference your application's manual for details on where to access plug-ins.

In Photoshop, open an image and go to the Filter menu. You will see the Auto FX name at the bottom of the Filter menu. Scroll down to the Auto FX menu and a sub-menu will appear showing you the DreamSuite plug-in. All DreamSuite series effects are located under this one plug-in.

Using Photoshop Actions to Automate DreamSuite Effects

One of the most powerful features of Adobe Photoshop is the ability to record and replay a series of steps while you work in Photoshop. By recording these steps you are able to produce powerful effects that can be reproduced again and again with minimal input during playback. Actions allow you to combine different filters, movement of layers, changes to selections and more.

DreamSuite is actions aware and works with Photoshop 4 and higher actions. You can create a new action using the Photoshop actions palette and then go into DreamSuite and apply your settings and they will be recorded as part of the action for playback at a later time.

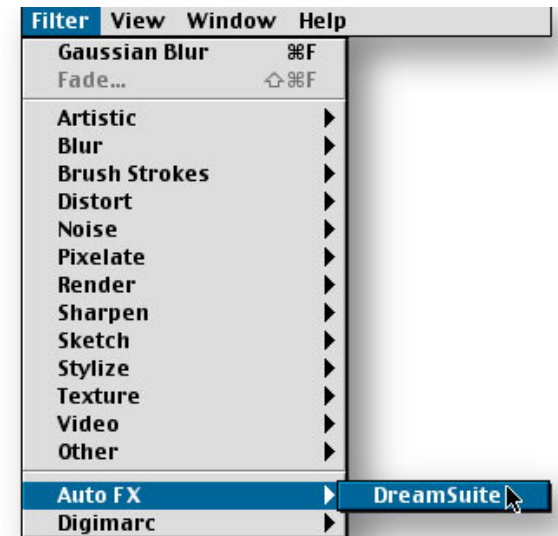
If you are working in a production oriented environment and you need to do batch processing, the support DreamSuite has for actions can be of great benefit. To learn more about using actions, please refer to your Photoshop user manual or visit the Auto FX website.

Last Filter Command

DreamSuite supports the PhotoShop Last Filter command functionality. This means that you can apply an effect using DreamSuite and then open another image and go to the Filter menu and at the top of the menu select DreamSuite (Windows: Control F / Mac: Command F). This will reapply the last effect to the new image. Certain effects that are size dependant will vary if the image you have reapplied the effect to is different from the initial image. Results may vary due to the way the effects are written.

Applying Effects Into Photoshop

Once you have created an effect that you want to apply into Photoshop click the OK button. If you decide that you don't want to apply any effects into Photoshop then click on the Cancel button. Note: the application version of DreamSuite does not have an OK and Cancel button. In the application version you use the File: Save command to save the file to disk.



Adobe Photoshop filter menu

Using Presets

Presets Take Snapshots of Your Work

As you explore with different looks and styles you can save copies of your work to disk or you can save snapshots of the effect settings as a Preset that can be applied to other projects at a later time. Presets are a great way for you to store your favorite settings or temporarily record something you like so you can go back to that point whenever you want. Presets take up virtually no memory so don't worry about using up valuable disk space. You can save an unlimited number of presets in DreamSuite.



Creating a preset is easy. Once you have an effect setting that you like, click on the Save button located on the control bar. This will activate the Save Preset dialog box. Once you have given your preset a name it is stored under the Special Effects > Effect name it was saved from.

Presets Are Resolution Independent

In most cases you will find the preset will rescale and adjust itself in a resolution independent manner so you can save a preset on a small graphic and get a predictable result on a larger graphic.

Presets Can Be Added or Shared

You can add presets or share presets that you find or create. DreamSuite stores each preset independently in a folder you can easily access. Go to the DreamSuite folder and you will see a folder inside it called Effect Presets. In here you will find folders for each of the effects. If you have downloaded presets from the Auto FX website (www.autofx.com) or another source and wish to add these to your program, all you have to do is locate the correct effect folder for that preset and drop it in. The preset will appear in the DreamSuite preset catalog next time you use DreamSuite. You can also share your presets with others by copying the presets from these folders.

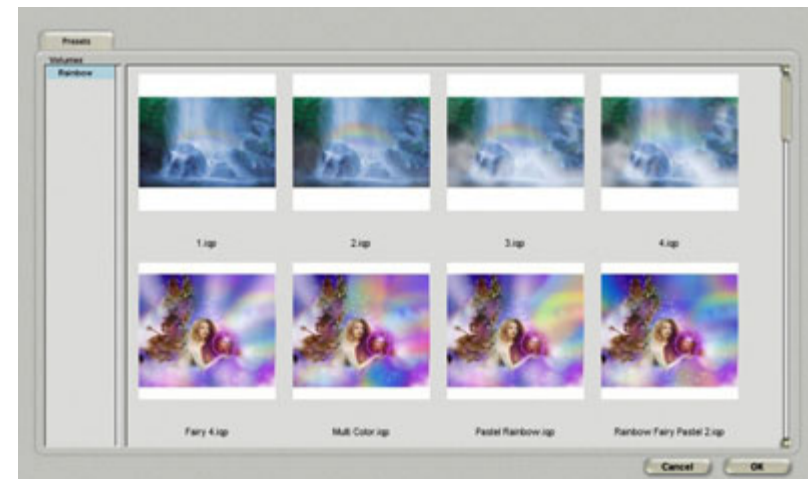
All DreamSuite presets have the .iqp and matching .thm file extension. When sharing presets, make sure to include both the .iqp and the matching .thm file for the preset.

Presets Are Backwards and Forwards Compatible And Cross Platform

DreamSuite presets are designed to be version independent. This means that you don't have to worry whether the preset will work with your version of DreamSuite. If the preset was created with a more advanced version you will get a result based on what features your version is capable of supporting. In most cases this means that if you find a preset that is older it will be 100% feature compliant. It also means that if you are working on an older version of DreamSuite you will be able to load in presets created by users that are working in newer versions, although not all features will be available to you. All DreamSuite presets are cross-platform so you can share your presets between Mac and Windows.



Presets are selected from the effect menu. As you roll your cursor over the effect name you will see a 'Select Preset' submenu appear. Selecting this will bring up a visual catalog of all the presets for that effect (see screenshot below)



DreamSuite features a visual preset catalog that allows you to see small thumbnails of the presets you have saved. Presets are displayed in alphabetical order.. Click on a preset and it will highlight. Press the OK button and the selected preset will apply to your artwork.

Layer Presets

Included with Pro Version Upgrade

Layer Presets Capture and Replay All Layers

Regular presets capture and replay a single effect. Layer presets work much in the same way except they capture entire sets of layers and dynamically render them onto the currently open file. A layer preset can recreate complex visual effects allowing you to save time and reapply creative solutions to different images.

Layer Presets Are Resolution Independent

As our presets are resolution independent you can apply effects on smaller 'comp' images and then reapply them to larger images at a later date. This dynamic resolution independent feature also lets you work with different sized files and reapply effects.

QuickMasks Are Saved With Presets

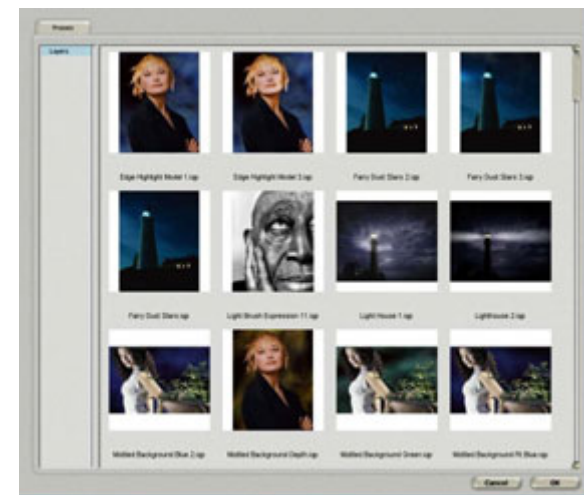
When you save a Layer Preset all information for your document is saved and loaded with it. This includes the QuickMask selections you have made. As it is easy to replace one QuickMask with another one you can save out Layer Presets that create effects using a masked subject you like and want to use again on different images. If you have a portrait shot you have setup with a specific set of effects, you can save this as a Layer Preset and the QuickMask is saved. Load up a different image and replace the QuickMask and the new subject in your photos is rendered with the new mask and all your favorite layer settings. This is a very powerful asset for anyone that does repetitive and creative photo editing work.

Appending Presets To Layers

Whenever you use the Load Layer Preset option it replaces all effect layers and applies them to the file you currently have open. There are times when you simply want to add layer presets on top of an existing layer. If you have a layer preset that adds Mist and Light Caster and want to add this to a document with some existing layers, simply choose the Append Layers option, select the Layer Preset from the Layer Preset dialog window and all the layers will be added on top of the currently highlighted layer. This powerful feature lets you load in effects created with several layers and control settings and add them to existing layer sets.



When you Append Presets the new layers that are built will be added above the currently selected layer when you activate the Append .



Layer Presets show a visual preset catalog just like normal presets do. The preview shows the captured result of all the layers being applied together to create the new look.



Zoom Tool

Zoom Tool

Using the Zoom Tool

The zoom tool enables you to see your effect work close up. The zoom tool supports two types of zooming. The first type of zooming is the basic type. Click over the area of the image and the preview gets bigger. This works with zooming out as well.

The second type of zooming involves dragging the zoom cursor over the preview to create a marquee area. Whatever is inside this marquee when the mouse button is released will be shown in the preview window. This type of zooming is the most efficient as it places exactly the area of interest in the preview window.

Shortcut Keys

Zoom In

Zoom Out:

Mac

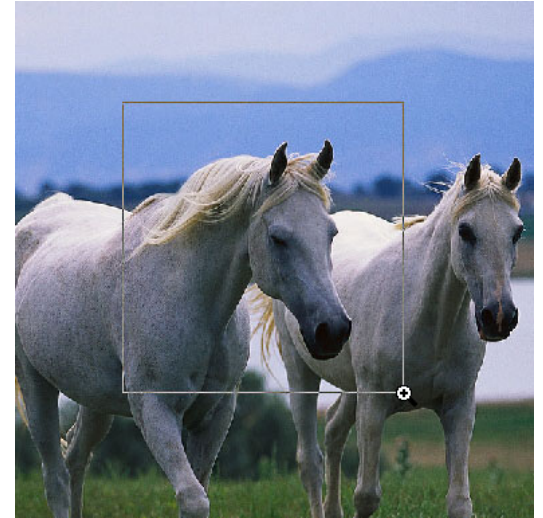
Control + Spacebar

Option + Spacebar

Windows

Control + Spacebar

Alt + Spacebar



With the zoom tool active click down the mouse and then drag to create a zoom area. Release the mouse and the area inside the marquee is magnified.



Memory Dots Control

Memory Dots

Using the Memory Dot Control

The Memory Dot control allows you to take a snapshot of your work while you are exploring different visual options. When you click on a Memory Dot, DreamSuite remembers the exact way the effect looks, where all elements are positioned and will return you to this point if you click back on the dot.

Memory Dots are easy to use. Click on a dot to take a snapshot and the dot turns gold. Click on a gold dot and the Memory Dot loads back in the exact look from memory. After reloading a Memory Dot it is cleared for reuse again.

Pan Preview

Using the Pan Preview Tool

This tool enables you to adjust the visible areas of the preview when you are zoomed in. With this tool active you hold down on the mouse button and drag to pull the preview around.



Pan Preview Tool

Shortcut Keys

Pan Tool

Mac

Spacebar

Windows

Spacebar

Placing Photos Inside Effects

Selecting The Place Photo Tool

DreamSuite effects that incorporate photos will include a Place Photo tool. This tool allows you to swap out the photo inside the effect with another photo, with a transparent background or revert back to the original photo used in the effect.

The Place Photo tool is very useful if you are creating multiple copies of the artwork for a collage.



Place Photo Tool

Activating the Menu

After you have selected the Place Photo tool all you need to do to change out your image is click over a photo with the Place Photo cursor. You will see the Place Photo menu next to your cursor.



Place Photo Cursor

When you create a new copy of an effect it will use the original image. You can easily change this image out for another one with the Place Photo tool.



Transform Photo

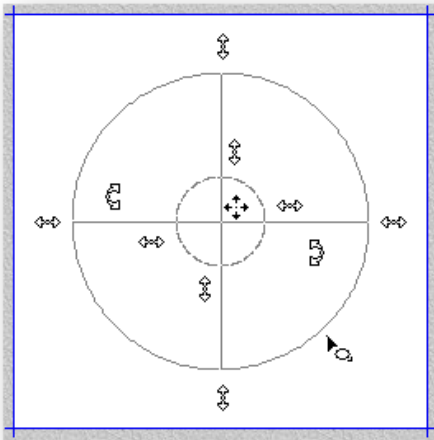
After a photo is placed inside an effect the Transform Photo tool will be active and a set of transformation handles will be selected around your newly placed photo.

Adjust the photo as desired. The effect will automatically mask the new image to the photo window.

Ellipse Controls

How to use the Ellipse Controls

Many of the DreamSuite effects use onscreen Ellipse paths to control the way the effect is applied to the artwork. This section of the operations manual will describe how to control the Ellipse paths.



Scale: Use the double sided arrows to scale or reshape the ellipse. Hold the Shift key down to constrain the aspect ratio to a perfect circle.



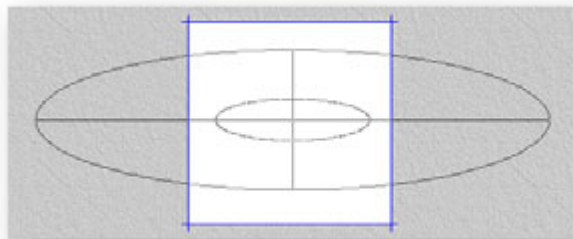
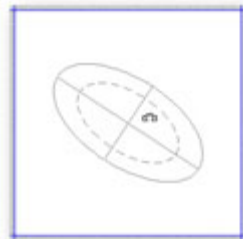
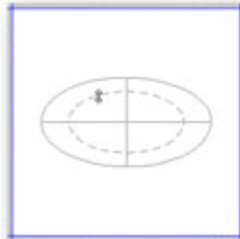
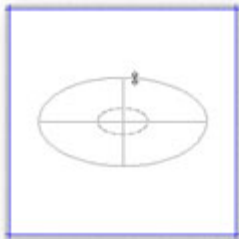
Constrain Shape: Resizes keeping the current shape in a constrained aspect ratio.



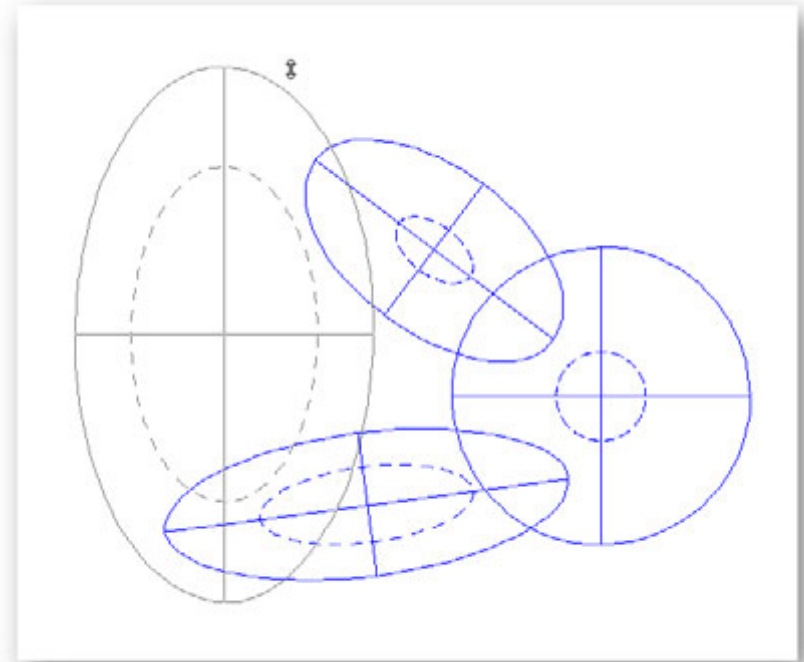
Rotate: Allows you to rotate the ellipse in any direction.



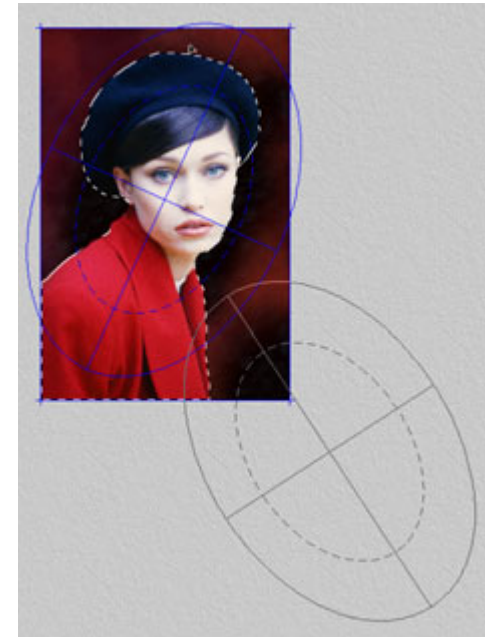
Move: Allows you to reposition the ellipse on the preview or desktop.



As with all bezier based tools in DreamSuite, you may extend the ellipse past the document canvas onto the desktop. This is useful for shaping the effect in specific ways or in having only part of an effect go onto the canvas from the desktop.



The active ellipse control is always black. Inactive controls are blue. In some effects you can layer the ellipse controls ontop or behind each other using the Edit > Bring to Front or Send to Back commands.



Object Transformation Tools

Object Transform Tools

The Object Transformation tool allows you to Select, Move, Scale, Stretch and Rotate effects and photos that are inside effects. There are two types of BitmapTransform tools in DreamSuite: Transform Effect and Transform Photo. Both work in essentially the same way. When the Transform tool is active you move the cursor around the transformation handles and you will be presented with control options like scale, stretch, rotate and move.



Select Item

Select the Item To Be Transformed

Click on the Transform tool to make it the active tool. The currently selected effect (or the default effect if there is only one effect onscreen) or photo will now have transformation handles around it. If your document has multiple effects click on the desired effect or photo with the respective transformation tool to make it active.



Move Item

Move the Item

To Move an item click to select it and then place the cursor on the inside of transformation handles. The cursor will change into a four sided move arrow. Click and drag to move the item to the desired position.



Scale Item

Scale the Item

To Scale place the cursor on one of the corners of the transformation box and it will change to an angled double sided arrow - click and drag to scale. Hold the shift key down to constrain the scale to proportional dimensions.



Stretch Item

Stretch the Item

To Stretch an effect move the cursor over the box sides and a double sided arrow will appear. Click and drag to stretch the effect in the desired direction and proportion.



Rotate Item

Rotate the Item

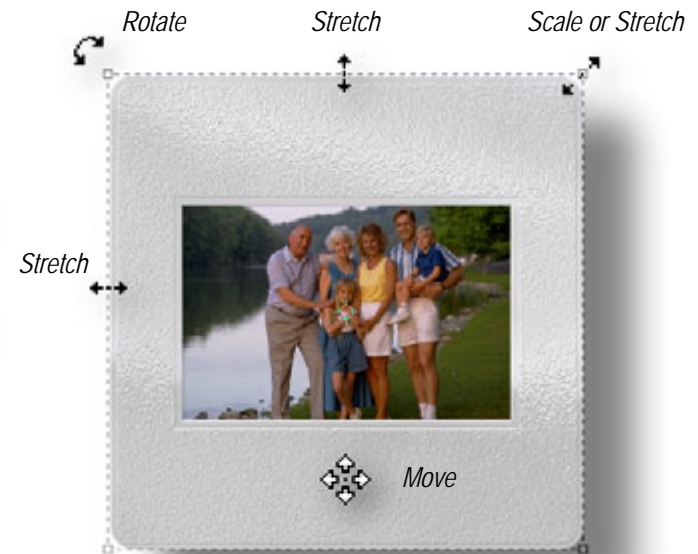
To Rotate place the cursor outside of any of the box corner handles and the cursor will display a curved arrow - click and drag the box to the desired angle and release the mouse.



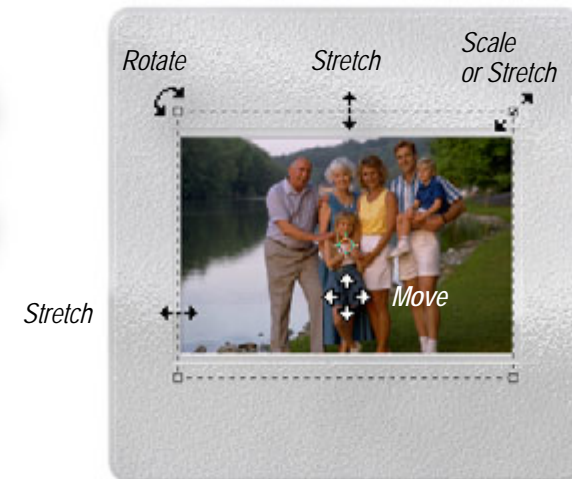
Transform Effect



Transform Photo



Transform Effect control options



Transform Photo control options

Bezier Controls

How to use the Bezier Controls

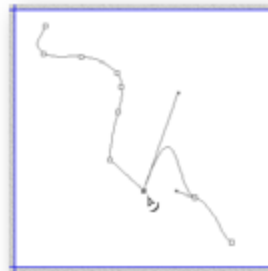
Many of the DreamSuite effects use onscreen Bezier paths to control the way the effect is applied to the artwork. This section of the operations manual will describe how to control the Bezier paths. Not all effects have a complete set of Bezier tools. Some effects allow you to only draw a freehand bezier path. This basic freehand tool may only allow you to adjust the points to reshape or transform. Other effects will include a complete set of bezier tools that allow you to edit the path by adding and deleting points.



Draw Path Tools



Move Handle



Convert to Corner



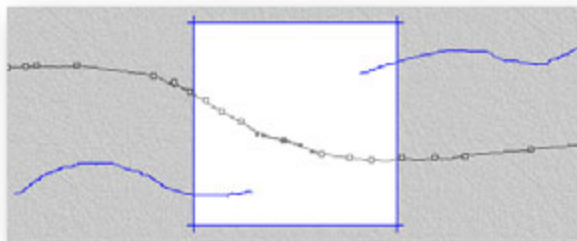
Add Point



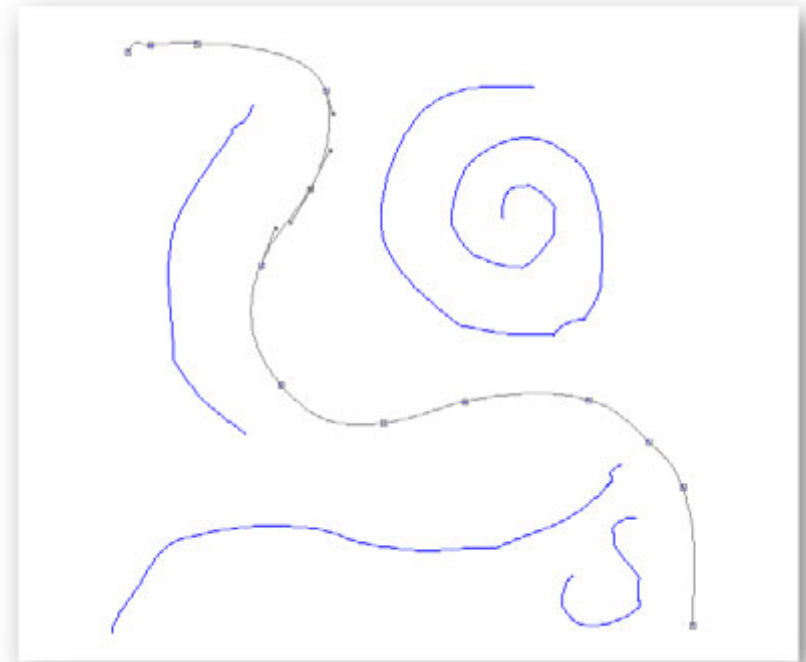
Delete Point



Transform Path



As with all bezier based path controls in DreamSuite, you may extend the bezier path past the document canvas onto the desktop. This is useful for shaping the effect in specific ways or in having only part of an effect go onto the canvas from the desktop.



The active bezier path is always black. Inactive paths are blue.



Draw Path: When the path tool is active you will be able to draw new paths with this cursor.



Add / Delete Point: The Add / Delete Point Bezier Tool allows you to add new points to a path or delete existing points. When the cursor is over the path it changes to an Add Point cursor. When the cursor is over an existing point it changes to a Delete Point cursor.



Convert Curve Point to Anchor Point: When you select the Anchor Point Tool you will see this cursor onscreen. When you click this cursor on a curve point it converts both sides of the point into straight paths.



Move Path, Point or Adjust Handle: When you move the Bezier Pen cursor over a path, point or point handle you will see it change into the adjust cursor. Drag the desired path, point or handle to the new location.



Transform Path: When you have the Bezier Pen Tool active and the cursor at the end of or next to the path you are able to transform the path to stretch it or angle it as desired.

Working With Layers

Included with Pro Version Upgrade

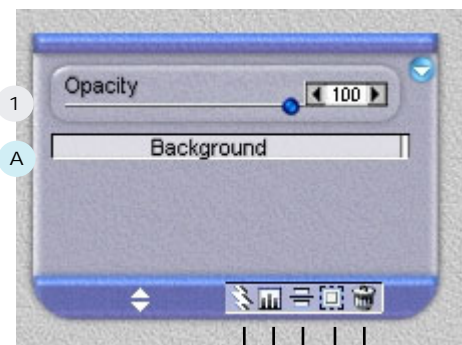
Dynamic Layers

All of the effects in this software are dynamically generated. This means that they are created and rendered each time you make a change to them or anything that affects them. Unlike layers in most image editing programs these effect layers do not consist of pixels so you have to think of them as close cousins to a traditional layer - but with many differences. Layers allow you to stack effects in a visually organized manner and reorder them to produce new results. As the effects are dynamic you can generate a multitude of looks when you combine effects together on the layers palette.

An effect layer that casts light, for example, uses the layers beneath it to calculate where to cast the light and to what degree. Creating several layers that cast light and ordering them on top of each other will produce different results. As the pixels are never permanently rendered you will always be able to add or change your layers and effects. Image editing applications all use, for the most part, static 'dumb pixels' on layers and this is not to be confused with what a dynamic layer is all about.

A Background Image

When you first open the software with an image in the preview the image is represented on the layer palette at the bottom called Background. Using the stand-alone version the Background name is substituted for your File Name.



You cannot move or otherwise adjust the background image as all layers above it rely on this image to remain static.

The example screenshot to the left shows how a palette looks when you import an image from Photoshop into the plug-in version. When you add an effect to the image a new layer will be created above the Background.

- 1 Opacity
- A Background
- 2 Add New Layer
- 3 Clone Layer
- 4 Add Masking Layer
- 5 Delete Layer
- 6 Effects Menu

Layer Controls

Included with Pro Version Upgrade

On the layers palette you will see a basic set of controls that let you create new layers, clone the selected layer, create layer masks and delete highlighted layers. Other controls are the Opacity and Layer Options menu.

1 Opacity

This control adjusts the currently selected layer's global opacity so that it will blend with the layer beneath it. A higher setting makes the layer content more opaque and a lower setting makes the layer contents more transparent. Many effects have individual settings for opacity that are applied on a per-control basis or for the entire effect. You may use both the Layer Opacity and the local effect opacity controls together. A 50% Layer Opacity and a 25% local effect control opacity would render the effect 75% transparent and 25% opaque.

2 Effects Menu

You can add a new effect layer by choosing it from this conveniently located menu. This menu shows up all effects installed that work with the software you are using. It works just like the Special Effects Menu on the control bar area.

3 Add New Layer

Use the Add New Layer option to create new layers to import photos or correct image colors. Select an option from the menu that is shown when you click over this icon.

4 Clone Layer

When you click this icon the currently selected layer will be cloned. A new exact copy of the layer is created and placed above the original layer. All effect controls, adjustments and content for the layer are identical to the original version.

5 Add Masking Layer

Use the Add Masking control to create a new mask layer that allows you to define the areas that the layers above it will alter. Masks are created using any original masking information the base image contains. If the base image contains a transparent area this is used to create the default mask shape which you can modify as desired.

6 Delete Layer

Deletes the currently highlighted layer.

Layer Options Menu

Included with Pro Version Upgrade

At the top right side of the Layer Palette you will see a small arrow button that provides you access to the Layer Options Menu.



Using the Layer Options menu you can Save Layer Presets, Load Layer Presets, Append Presets and Clone Selected Layers.

Save Layer Preset

When you select this option all the layers and controls for the document are saved in a global Layer Preset format that can be loaded back up and applied to other images or appended to existing layers in a document. When you select this option you are prompted to name the preset.

Load Layer Preset

Use this option to apply previously created Layer Presets to your currently open document. When you use the Load Layer Preset option you will replace all existing layers in your document with the ones in the Layer Preset you are loading. If you wish to add layer presets to your existing document without replacing anything, choose the Append Presets option.

Append Presets

Use this option to load in Layer Presets above the currently highlighted layer. New layers will be added to your document. If a QuickMask was saved with the Layer Preset you are loading up it will also be added to your layer stack. In some cases you will want to delete the QuickMask and replace it with one of your own.

Clone Selected

When you select this option any layer you have highlighted will be cloned.

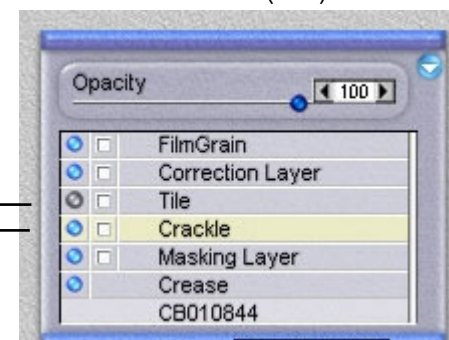
Layer Functionality

Included with Pro Version Upgrade

On the layers palette, next to any layer that is not the background or default Selection Layer, you will see a Toggle control that lets you turn the layer off or on. Turning a layer off does not delete the layer, but does remove it from the rendering so it is no longer shown as part of your visual. It is sometimes helpful to turn layers off to compare changes and to evaluate how the new layer adjusts your image. When a layer is toggled off the control is gray. When the layer is toggled on the control is set to the interface flavor (color).

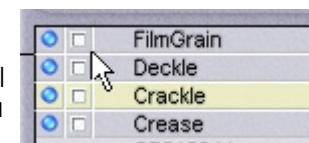
Layer is toggled off as is indicated by the gray icon.

This is the active layer as is indicated by the yellow highlight.



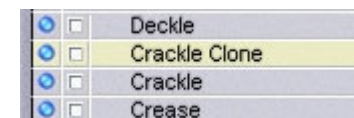
Drag To Reorder Layers

If you want to move a layer in the layer stack all you need to do is click to highlight the layer you want to move and then drag the layer to the new location. You will see a small black line that shows where the layer will land when dropped. In the example shown to the right the line indicates the Crackle layer will be dropped above the Deckle layer and below the FilmGrain layer.



Drag To Clone A Layer

If you want to clone a layer you can either highlight the layer and press the Clone Layer icon at the bottom of the layers palette or you can hold down the Ctrl key (Command key on the Mac) and drag the layer and where you drop it a new clone will appear.



Rename Layers

After you have created a layer it is easy to organize the layers by renaming them to fit your needs. Layers are automatically named based on their effect or function name. To rename a layer double click on the layer and a layer name palette comes onscreen. Type in the new name and close the palette. Your layer is now renamed.

Layer Types

Included with Pro Version Upgrade

There are six types of layers in DreamSuite. Four of which you can control and two that are reserved for the application and cannot be changed.

Background Image (reserved)

Selection Mask (reserved)

Photo Layers

Effect Layers

Masking Layers

Correction Layers

Background Image

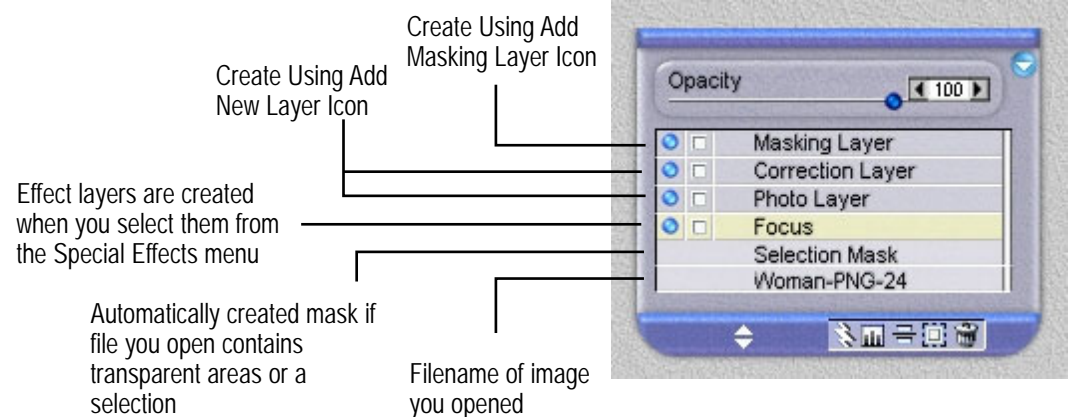
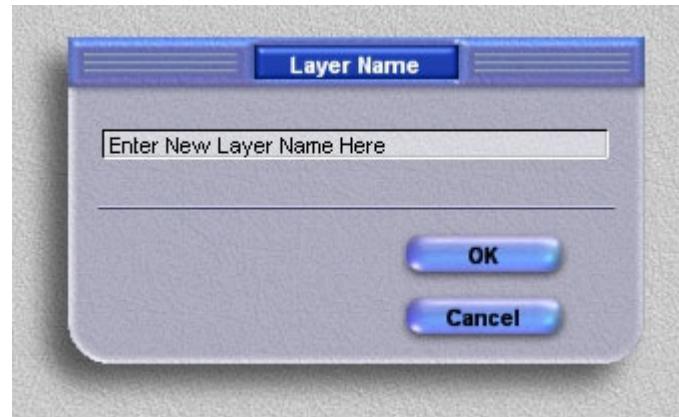
When you first open up an image in DreamSuite (or launch the plug-in and the host image passes DreamSuite the image) it is always the bottom or 'first' layer in the palette. You are not allowed to change this base photo layer. The application version names the Background Image layer the filename. The plug-in version names it Background Image.

Selection Mask

A Selection Mask is created from any selections or transparent masking information in the image you open up using this software. Photoshop .psd files, layer transparency and PNG documents that contain transparency all generate a Selection Mask when opened. The Selection Mask cannot be changed by you.

Photo Layers

You can add photos into your document by clicking on the Add Layer icon and choosing Photo Layer from the menu. A new Photo Layer will be created. When this layer is highlighted you can see the Photo Layer controls and can load in a new image.



Effect Layers

Effect layers are automatically added to your document above the currently selected layer. When you select an effect from the Special Effects menu a new layer is generated containing the effect. The effect will apply to all layers beneath it. Effects only change layers below and not above.

Masking Layers

Masking layers allow you to control what areas of the document are to be changed. You can have as many Masking Layers in a document as you like. The Masking Layer is applied based on position on the layer hierarchy. A mask affects anything above it but never anything below it in the layer order.

Correction Layers

Correction layers allow you basic color correction and alteration features that can be applied to the Background Image / Photo Layers and to certain effects. Create a Masking Layer to restrict the changes to a limited area of interest.



Photo Layer

Included with Pro Version Upgrade

Photo Layers allow you to add multiple photos to your document and keep them separated using layers. Effects apply to photos that are beneath the effect and not to photos that are above them on the layer palette.

Transform the images to fit the design you need. Stack multiple images on top of each other and use masking layers to merge photos into shapes.

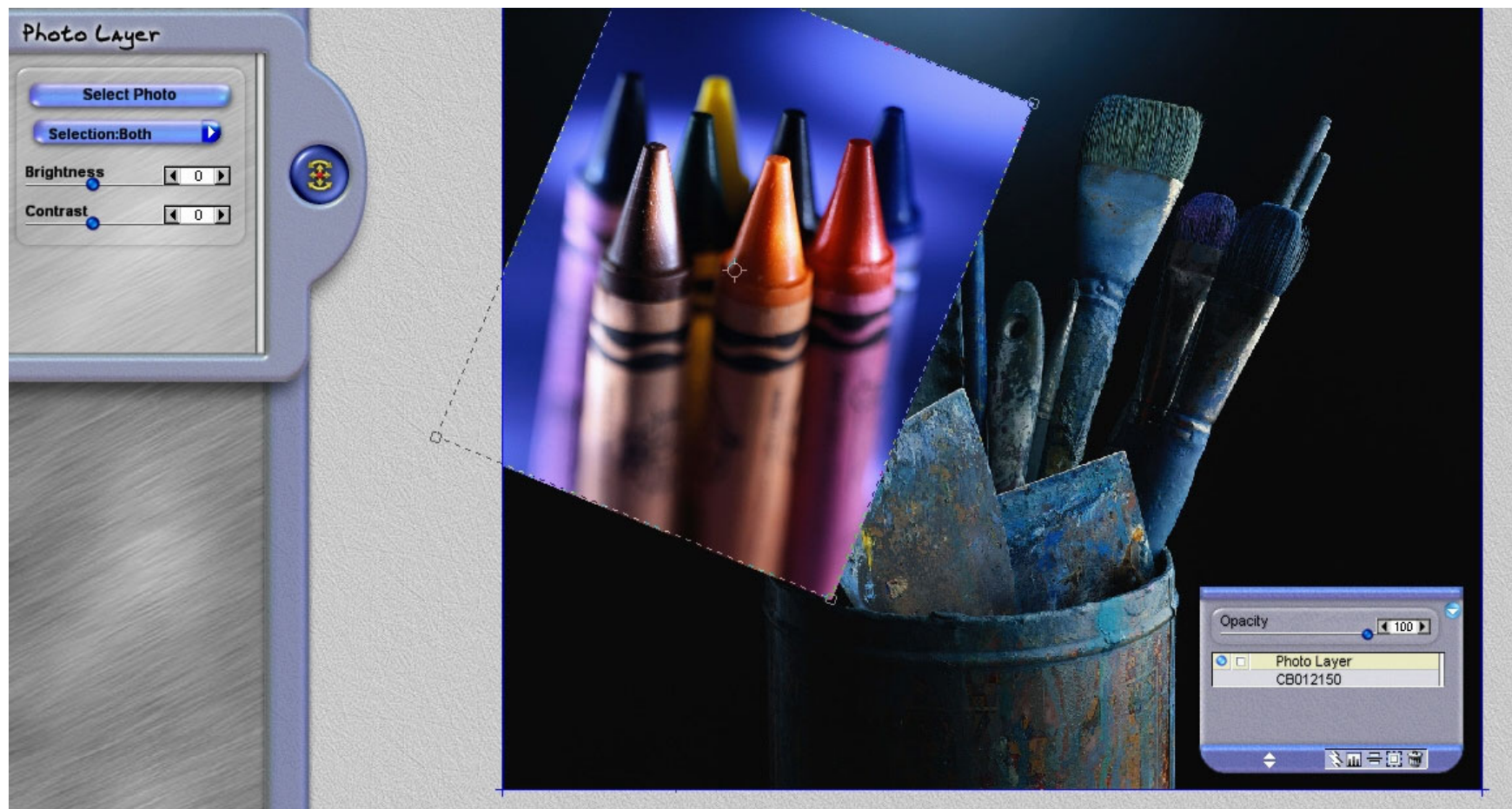
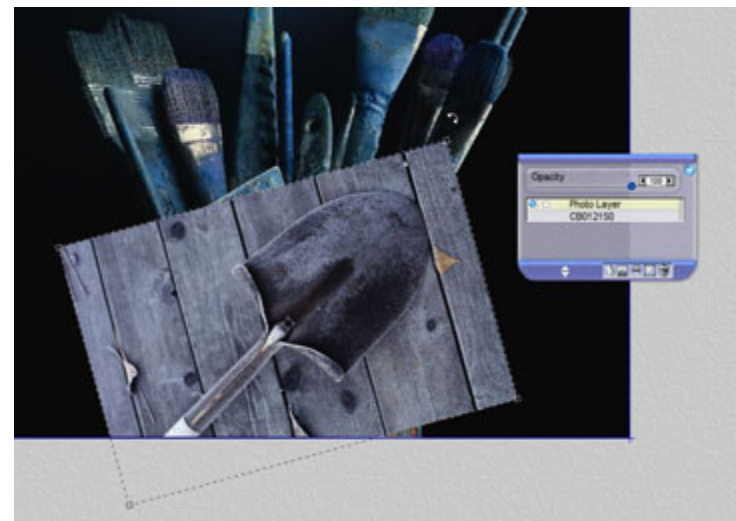
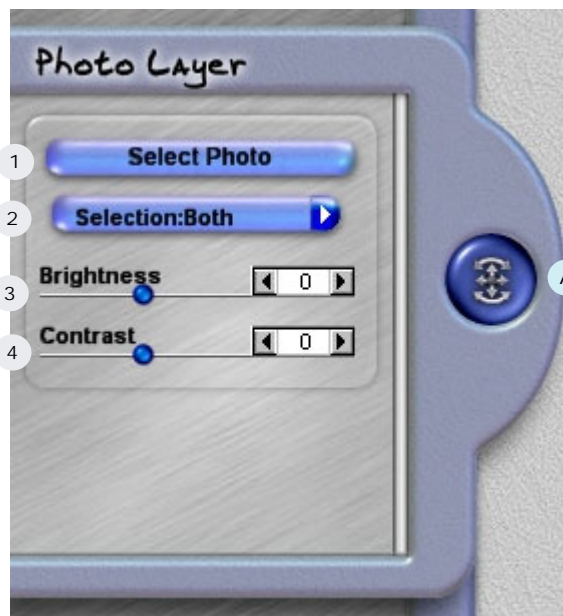


Photo Layer

Included with Pro Version Upgrade

There will be many times when you will want to have more than one image in your document. Adding additional images using this software is very easy to accomplish. On the Layers palette at the bottom there is an Add Layer icon. Click on this and a menu will appear with a Photo Layer option. Select this option and a new Photo Layer will appear.



A Transform Photo

The Transform Ellipse tool allows you to Select, Move, Scale, Stretch and Rotate the photo. The image is dynamically resized and transformed from the original image each time you perform a transformation operation. This ensures maximum quality is retained as the image is only transformed once even though you may have adjusted it numerous times.

1 Select Photo

The Select Photo button is how you load the image into the layer. Clicking on this button brings up the select file dialog allowing you to navigate to the file you want to load up. You may replace a photo on a Photo Layer by selecting a different photo. Any image transformations applied to the first image are also applied to the replacement image.

2 Selection

The Selection menu is used for photos that contain a Masking Layer or a Selection Mask. Choosing the Background option puts the image into the area outside the foreground. The Foreground option puts the image inside the foreground area. The Both option applies no visible masking. The Selection option is a powerful feature that lets you selectively load images into masked shapes.

3 Brightness

The Brightness slider adjusts the image brightness levels. The higher the setting the brighter the image becomes. The lower the settings the darker the image becomes.

4 Contrast

The Contrast slider adjusts the differences between the light and dark areas of an image and expands the range of these differences. Increasing the contrast in an image makes the darks darker and the lights lighter.

After the Photo Layer is generated you can add a single photo to this new layer. You can replace this photo with a different image later and the position and transformation changes will be retained. This makes swapping out one image for another easy to do.

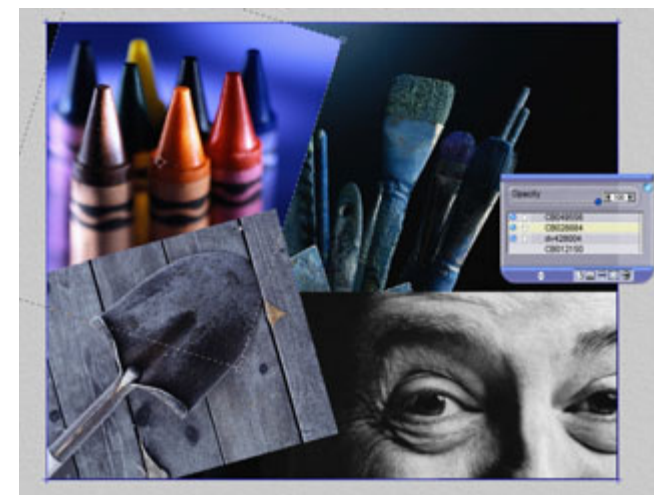


Photo Layers support image transparency. Example above shows multiple photo layers in use.



Photo Layers support transparency masks in photos you load using this feature. The example above shows a magnifying glass that was saved out of Photoshop as a .png with the center glass semi-transparent. The image loads up with the semi-transparent areas on the Photo Layer.

Masking Layer

Included with Pro Version Upgrade

Masks are ways a graphic application defines an area that you want to work with to either change or protect from change. Masks allow effects to understand the shape and areas of interest to you.

Using the Masking Layers in DreamSuite you can apply effects behind masked areas or apply effects to just the areas you have selected with the mask. When a mask is present an effect can target either the Foreground or the Background. The Foreground is the area of interest that you have selected using a mask. The Background is the area that resides outside the area of interest. An effect like Mottled Background, for example, would in most cases be applied to the background of an image with an object or person in the foreground. To setup an effect like Mottled Background you would need to create a Mask Layer that is below the effect.

Effects that use masks always look below their order in the layer stack and use the first mask they find beneath them.

Selection Masks

When you open an image that already contains masking data a Selection Mask layer is created at the bottom of the layers palette.

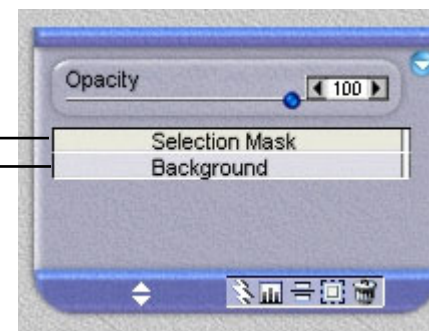
When you load up a Photoshop layer using the plug-in version it imports the transparent areas of a layer as the default mask. Likewise, if you make a selection on a photo in Photoshop and then load up the plug-in, the selection is used as the imported selection layer.

Files you open with the stand-alone version of this software may also contain masks. The .png and .psd file formats are both capable of supporting transparent areas.

The Selection Mask is used as the default mask in your document. When you create a Masking Layer the software uses this Selection Mask as the basis from which to create the new Masking Layer. The Selection Mask is basically cloned to give you the Masking Layer

Selection Mask indicates transparent areas loading in with photo

Background image resides at the bottom of the layer stack



Masking Layer

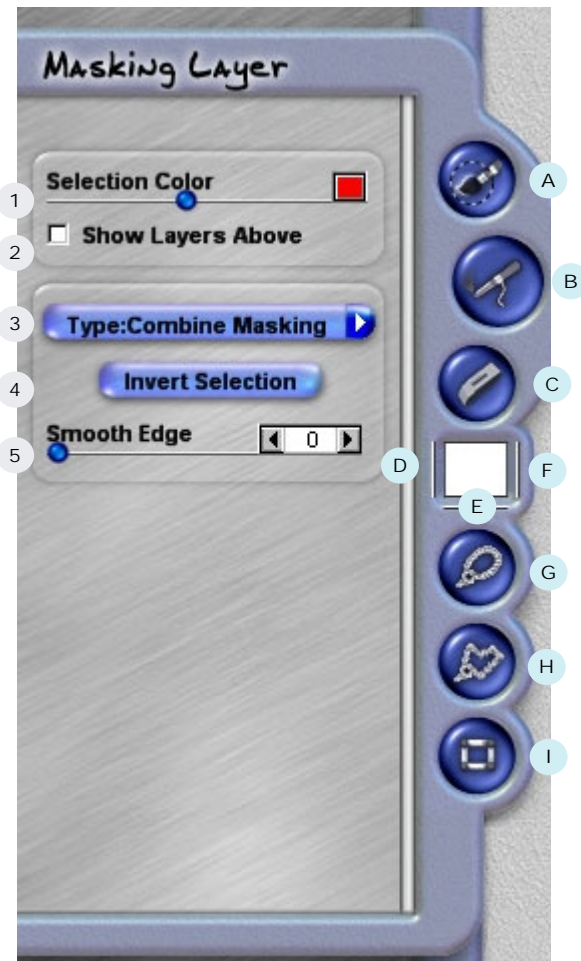
To create a new Masking Layer click on the Masking Layer icon at the bottom of the layers palette. A new Masking Layer is created above the currently highlighted layer. When you highlight the Masking Layer all the masking tools you need to modify this mask are shown in the control bar area.



Masking Layer

Included with Pro Version Upgrade

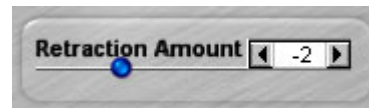
There will be many times when you will want to have more than one image in your document. Adding additional images using this software is very easy to accomplish. On the Layers palette at the bottom there is an Add Layer icon. Click on this and a menu will appear with a Photo Layer option. Select this option and a new Photo Layer will appear.



Use the Lasso / Straight Edge or Rectangular Marquee tools to remove unwanted masking areas quickly by holding down the Alt (option on Mac) key and using the tool to remove the mask areas you don't want.

A Retraction / Expansion Brush

The Retraction / Expansion tool is useful to bring the edges of a mask in or to push it out from the present location. It is useful for cleaning up the edges of a mask automatically. Select the brush and adjust the Retraction slider to define a positive (expand) or negative (retract) setting and then brush over the edges of the mask. The mask will change each time you brush over it. Repeated strokes will increase the result.



B Mask Brush

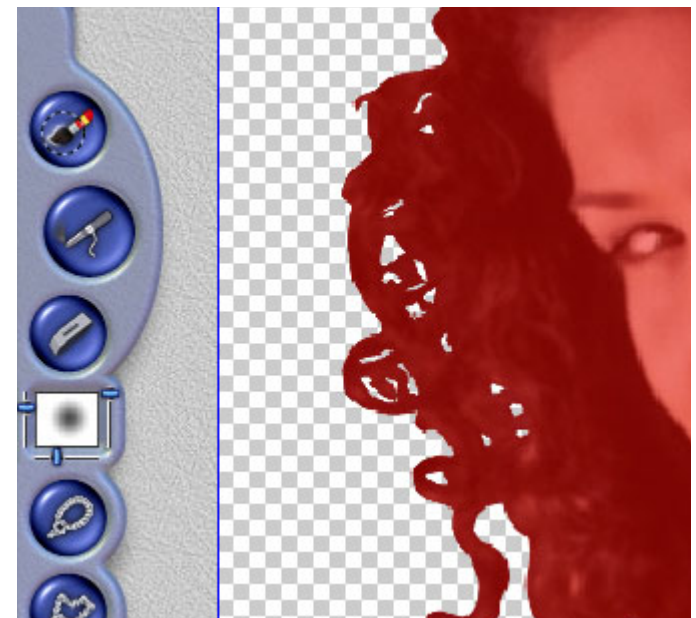
The Mask Brush allows you to brush on where you want the mask to be placed. As you brush, the Selection Color is placed over your image so you can tell where you have brushed. Use the Selection Color controls to define the opacity and color of this visual guide. The Mask Brush uses the Brush Controls to define Opacity / Size and Feather. The lower the opacity on the brush controls the more transparent the mask becomes in the area where it is used. The feather control makes the edges of the brush softer, creating a natural blended area for the mask where the brush is used. Reduce the size of the brush for a more precise control over masking edges of your subject and make the size larger for filling in areas away from the edges.

C Eraser

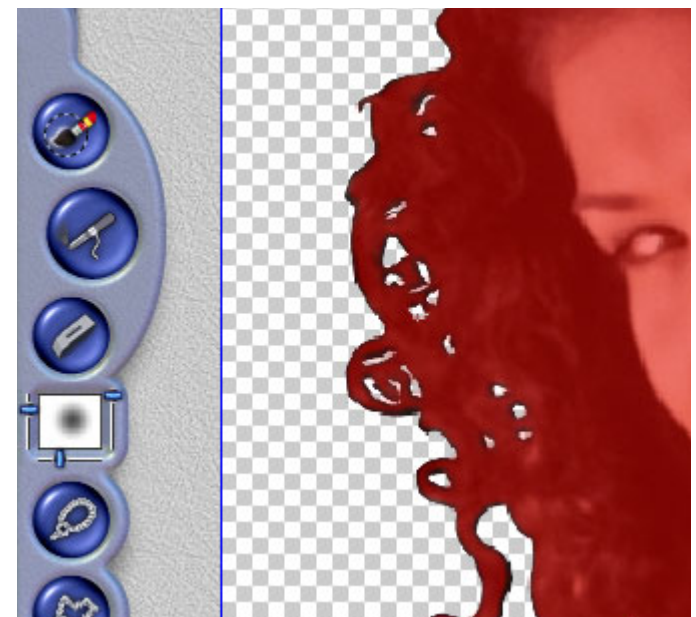
The Eraser removes areas where you have drawn a mask. Use this tool to brush away areas of your mask. The Eraser uses the Brush Controls to define Opacity / Size and Feather.

D Brush Opacity

Click on this vertical slider area to access the brush opacity control. As you adjust the opacity control you will be shown a brush attributes window. The brush attributes window displays the actual size, opacity and feather attributes of the brush as they will be applied when you brush.



In the example above you can see the masked area highlighted in red. Notice how close the mask is to the edge. If a mask is too close to the edge of the image data, edge artifacts can sometimes be seen. Use the Retraction Brush with a negative setting (-3 in this example) to bring the mask in away from the edges of the image.



In the example above you can see retraction brush has shrunk the pixels in from the edges of the image to give a cleaner mask.

E Brush Size

Click on this small horizontal slider to access the brush size control. As you adjust the size control you will be shown a brush attributes window. The brush attributes window displays the actual size, opacity and feather attributes of the brush as they will be applied when you brush.

F Brush Feather

Click on this small vertical slider to access the brush feather control. As you adjust the feather control you will be shown a brush attributes window. The brush attributes window displays the actual size, opacity and feather attributes of the brush as they will be applied when you brush with this tool.

F Masking Lasso

The Masking Lasso tool allows you to trace around the subject using a freehand tool to create a mask. To remove part of a mask using this tool hold down the Alt (option key on Mac) and draw. To add to a mask click at a point on the edge of the subject you want to mask and trace along the subject slightly inside the edges of the image. Do not release the mouse until you have completely traced around the image and have reached the starting point. When you let up on the mouse the Masking Lasso tool closes the area and fills in the mask. It will draw a straight line from the point you release the mouse to the start point, so it is important that you complete the trace before releasing the mouse. This tool is not suited for complex object masking as it works best in smaller easier to trace areas.

G Straight Edge

The Straight Edge tool draws from point to point using a straight line. To remove part of a mask using this tool hold down the Alt (option key on Mac) and draw. To add to a mask click on your image at a starting point and then move the mouse to the next point and you will see a line extends from the start point to wherever your mouse moves. Click again at the next point and continue to draw until you have traced your shape. To complete the mask double click and the mask will close. If the end point is not over the start point then a straight line will be drawn to close the mask from where you clicked to the start point.

H Masking Marquee

The Masking Marquee draws rectangular shapes that form a masked area. To remove part of a mask using this tool hold down the Alt (option key on Mac) and draw. To add to a mask draw with the tool by clicking and dragging and releasing the mouse.

1 Selection Color

The Selection Color control defines the color and opacity for the visual representation of where the mask is placed on your image. As you work with the masking tools you are creating a shape, or mask, that is used to separate part of your image. The Selection Color represents this mask. The color and opacity do not affect the mask at all and are for visual reference only. Select a color that is easy to see and set the opacity to whatever level you feel works best for your image.

2 Show Layers Above

The Show Layers Above control makes all layers above the mask be shown. Usually layers above a mask can obstruct your view of the masking process so this option is turned off by

default. There are times, however, when you may need to use this option. Turning it on will make all layers above the masking layer visible. By default when working on the Masking Layer only the layers beneath the Masking Layer are shown.

3 Type

The Type menu defines how the mask will interact with any other masks in your document. When you create a mask it act independently of other masks (Independent mode) or it can combine with other masks to form a complete shape (Combine Masking). Combine Masking would take a square mask on one layer and combine it with a circle mask on another layer to give you a new shape mask for your document. Combine Masking will ignore any masks set to work independently. The Original Mask option uses any masking information that was brought in with the image when you opened it up. If you opened a .png file that has transparency, for example, the transparency would be converted to a Selection Mask. When you create new Masking Layers you can use this 'Original' masking information as the basis for your new mask by choosing the Original Mask option in the Type menu.

4 Invert Selection

The Invert Selection option takes the mask shape and reverses it so that it affects the area opposite what is drawn. A circle drawn onscreen and not inverted would be the area masked. A circle drawn onscreen and then inverted masks everything but the circle shape.

5 Smooth Edge

The Smooth Edge option is available only when the Type is set to Combine Masking. The Smooth Edge control smooths and blends the edges of the different Masking Layers together to form a more perfect composite.



6 and # 7 appear only when the Lasso, Straight Edge or Masking Marquee tools are active.

6 Opacity / Softness

The Opacity / Softness control takes the masks on the document created with the selected tool (Lasso, Straight Edge or Masking Marquee) and adjusts the opacity and how they blend into the image or other mask areas in the document. Lower settings make the masked area more transparent and higher settings make the masked area more opaque.

7 Anti-Alias

The Anti-Alias control takes the masks on the document created with the selected tool (Lasso, Straight Edge or Masking Marquee) and adjusts the edge of the mask to soften it with a blended anti-alias. When you adjust the settings to a higher level it feathers and softens the edges of the mask versus just anti-aliasing it.

Correction Layer

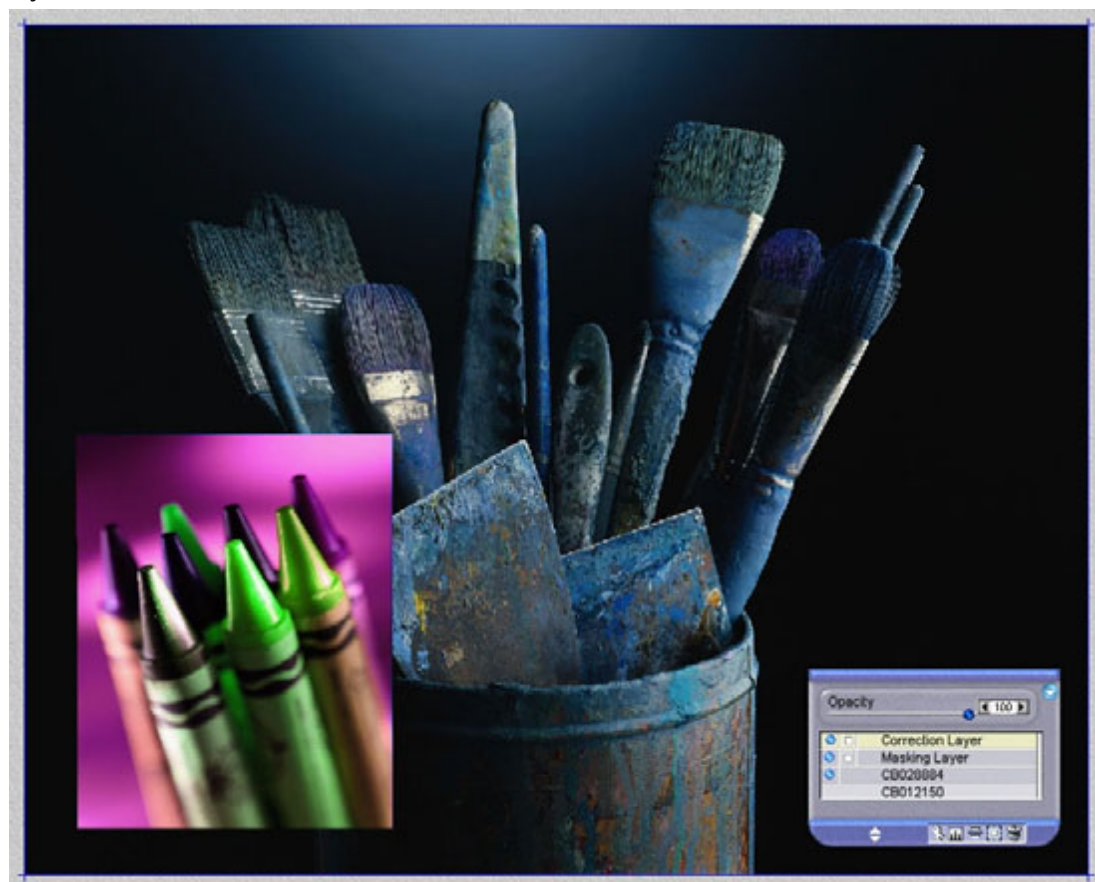
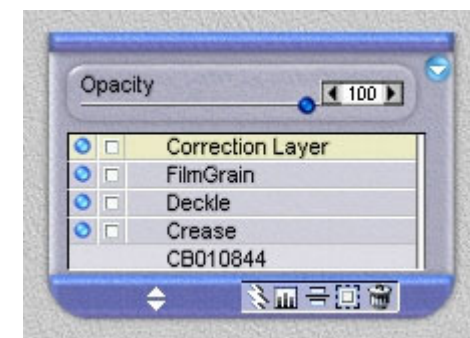
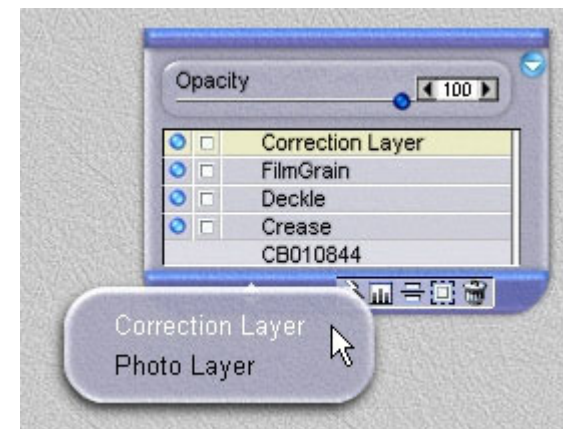
Included with Pro Version Upgrade

A Correction Layer is created by clicking on the Add Layer icon on the Layers palette and choosing Correction Layer from the menu you are shown. A Correction Layer is then generated above the currently selected layer. The Correction Layer is used to adjust basic aspects of your image's color.

Correction Layers only affect anything beneath them. Layers above the Correction Layer are not affected. The Correction Layer support Masking Layers and will adjust just those areas that you mask using the Masking Layer.

Adjust Images and Effects

Use Correction Layers to adjust the original image you bring into this software, Photo Layers and even some effects that render content. Effects such as Mottled Background support Correction Layers.



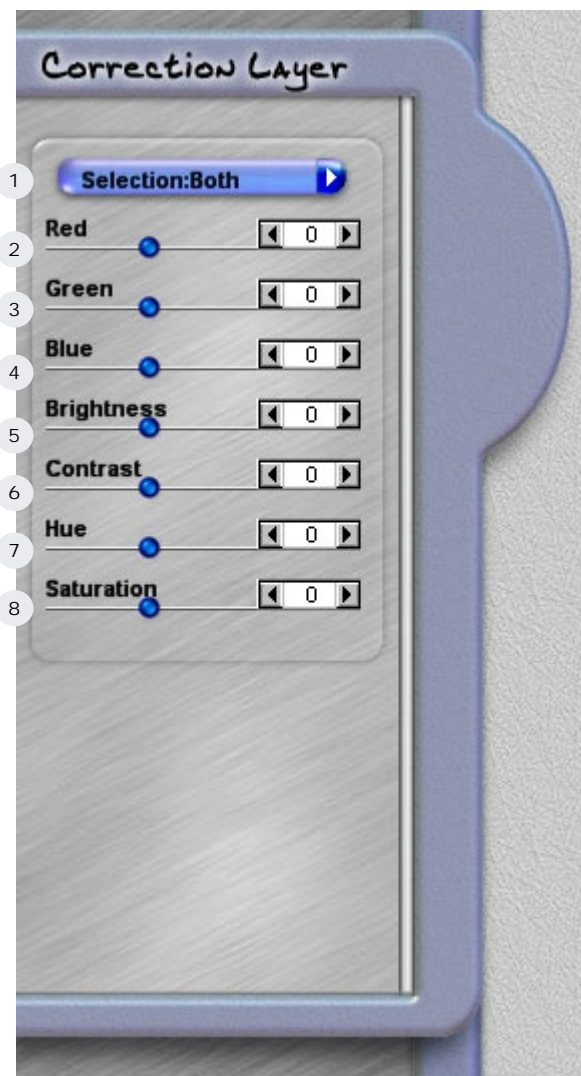
Before Correction Layer

In the example to the left the photo layer was added to the composition and then a masking layer was created to the same shape as the photo above it. The changes are then only applied to the masked area (the photo).

Correction Layer

Included with Pro Version Upgrade

Sometimes it is important to make quick and simple adjustments to your image color, brightness, contrast or saturation after you have placed an effect on it. Correction Layers allow you to make these changes easily.



1 Selection

The Selection Menu allows you to apply the Correction Layer changes to either the foreground or the background image in cases where you are working with a Masking Layer to separate part of your image. You may also select the Both mode that applies the changes to both the foreground and background so that the entire image is affected.

2 Red

The Red control slider adjusts the red attributes of the image by increasing or decreasing the amount of influence the Red channel has on the composite image.

3 Green

The Green control slider adjusts the green attributes of the image by increasing or decreasing the amount of influence the Green channel has on the composite image.

4 Blue

The Blue control slider adjusts the blue attributes of the image by increasing or decreasing the amount of influence the Blue channel has on the composite image.

5 Brightness

The Brightness slider globally increases or decreases the brightness levels of your image. Reducing this slider will cause the image to darken on an even global basis. Increasing this slider will lighten the image on a global basis.

6 Contrast

The Contrast slider works to broaden or reduce the differences between light and dark areas in an image. Use this control to make general contrast differences in your image.

7 Hue

The Hue slider will carefully shift the compressed range of colors in your image across a color spectrum. Minor adjustments to this control can help shift the colors in an image in the right direction or can be used to create visual effects at higher settings. The Hue range has been limited to work within practical boundaries so over shifting of colors is prevented.

8 Saturation

The Saturation slider makes the image colors become more vibrant and colorful by increasing the color intensity. Unlike other saturation methods used by many image editing programs, DreamSuite uses a carefully constructed set of algorithms to help prevent over saturation and color burning that can result from too much vibrancy. As you adjust colors certain stop points are reached and will not be exceeded to prevent oversaturation of the image.

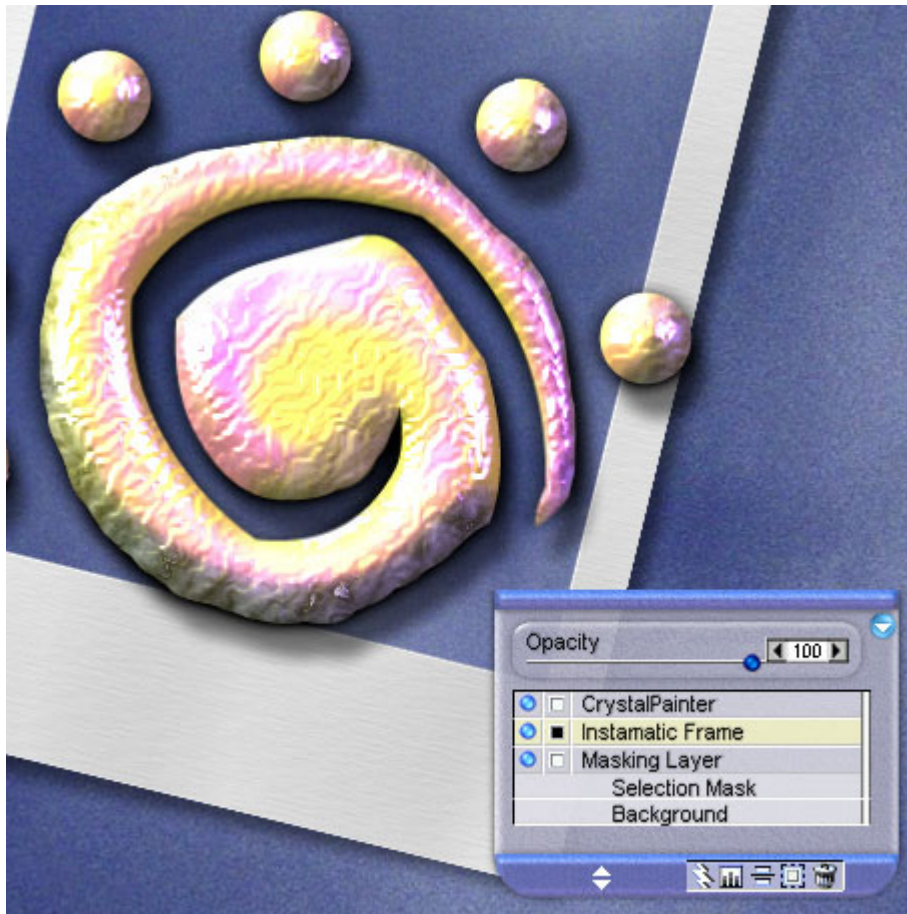


Use the Selection target menu when you are using a masking or selection layer in your document so that the corrections properly target to the area you desire to change.

Independent Layer Controls

Included with Pro Version Upgrade

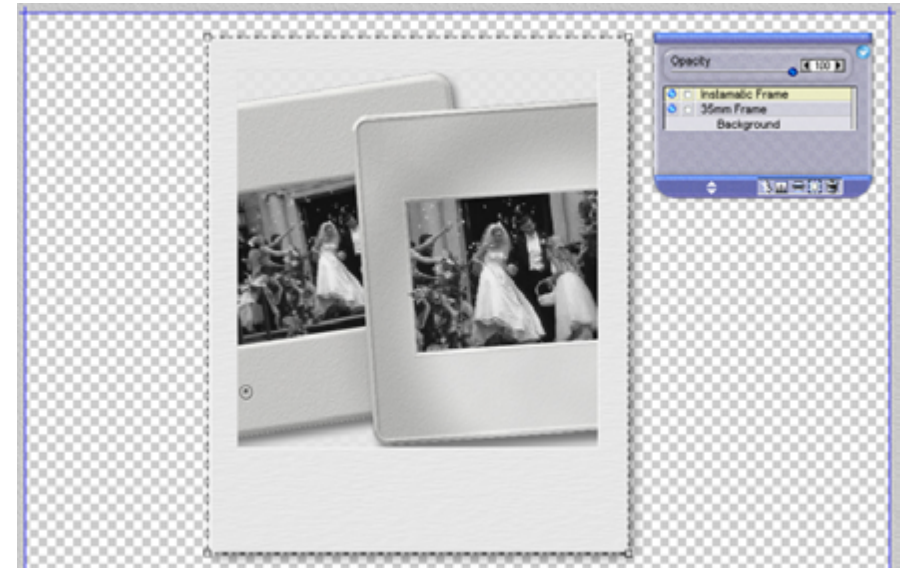
A powerful feature included with DreamSuite Pro is the ability to combine different effects together in a single document sharing the same image source and set of masking data. In order to facilitate this in the program across all effects an Independent Layer functionality was added to the layers palette.



Layers allow you to stack effects over the top of each other to form an organizational order to how the graphics shown. The top layer is always the top-most graphic and the bottom layer is always the background. As you add effects to the layers palette you will notice that the top-most effect will use all the layer information below it. In some cases this may not be desirable as you want the effect to act independently of other layers in the stack. Click the small white square on the layer next to the effect name and the effect layer will act independent of other effect layers.

Using the Independent Layer Control

In the example below you can see where applying an Instamatic Frame layer to a document that already has a 35mm Frame effect on it pulls the 35mm Frame into the Instamatic window.



By clicking on the Independent Layer control you (and in this case checking on the Apply Background Image on the control bar) the Instamatic uses just the background image and is acting independently of the other effect.

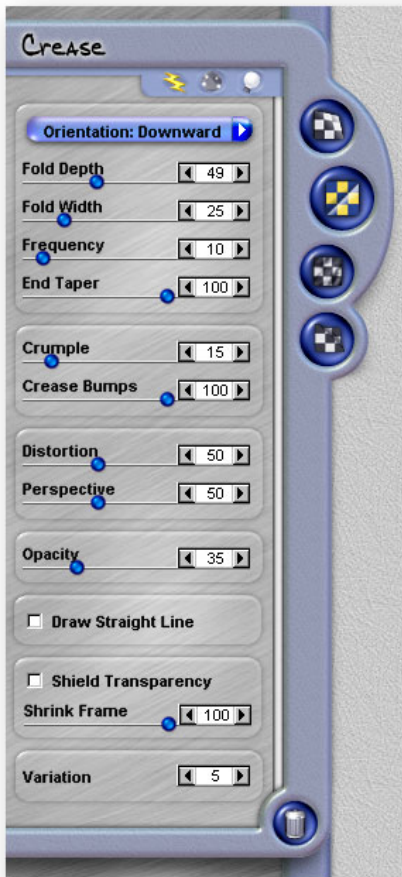


DreamSuite Control Tabs

Effect Controls, Surface Controls, Environment and Lighting Controls

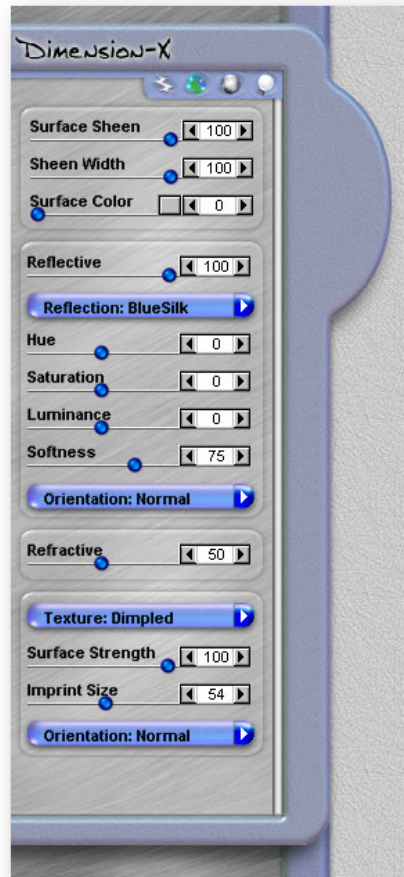
DreamSuite effects each come with their own mixture of controls. There are four main control tabs in DreamSuite: Effect Controls, Surface Controls, Environment and Lighting Controls. Each type of control is organized in its own section of the interface that is accessed by clicking on the associated icon located at the top of the effect control bar. To switch between these modes click on the icon that represents the mode you want to work in.

Effect Controls



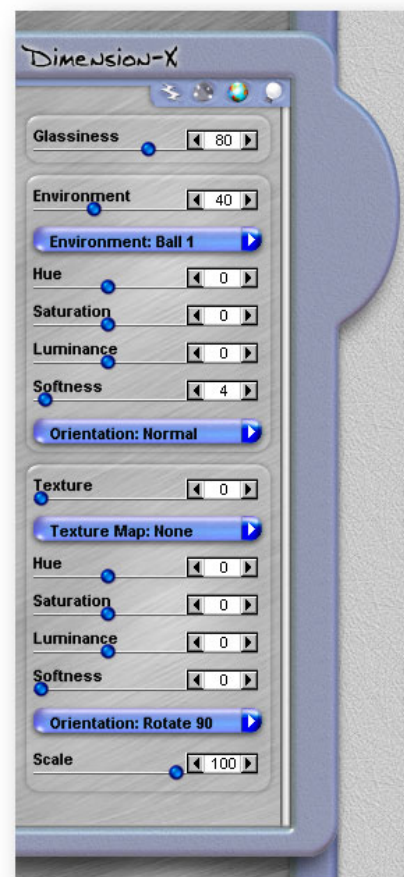
Each effect has its own set of unique controls.

Surface Controls



Surface controls allow you to apply surface and reflection maps to your effect.

Environment Controls



Environment controls the glassy and textured qualities.

Lighting Controls



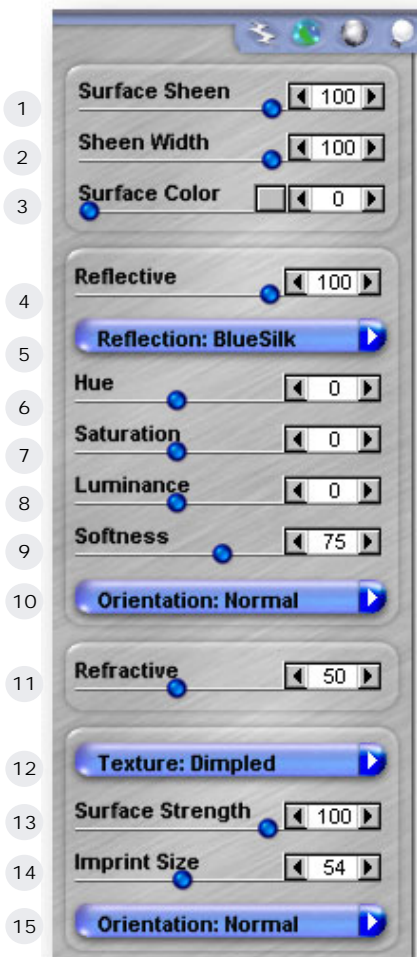
Lighting controls the shading and lighting of the effect.



Surface Controls

About Surface Controls

DreamSuite's Surface Controls allow you to apply different surface attributes to your effect. The surface controls allow you to adjust the visible textures on the surface of an effect as well as change the content that some effects use to generate depth reflections.



1 Surface Sheen

The surface sheen slider controls how much gloss you see on the surface of the effect. Adjusting the lighting controls will impact the way the sheen reflects both the ambient and the cast lighting that is placed on the effect.

2 Sheen Width

The Sheen Width slider controls the spread of the sheen on the surface. Increasing this setting spreads the reflective sheen across a wider areas. A reduced setting tightens the width for a narrow, more concentrated sheen area.

3 Surface Color

The Surface Color slider and color box controls the opacity and color settings applied to the background color of an effect. As you increase the slider the opacity of the color increases and more of this is shown ontop of any existing image in the background.

4 Reflective

The Reflective slider adjusts the opacity and reflective qualities of the Reflection Map. Reduce the strength of this setting to create semi-transparent depth effects. Having the Apply Background Image Checkbox option turned on is advisable when using this slider as it shows the background image under the semi-transparent areas of the effect.

5 Reflection Map

The Reflection Map menu allows you to select different image reflection maps that form the color and reflective qualities of the depth effect. You may load a custom map of your own design (try any textured image) by choosing "Custom Map" from the menu. Use the arrows at the top and bottom of the menu to scroll through the pre-installed maps.



Each effect in the DreamSuite Series has a unique set of controls. Not all effects will use the surface controls and those that do may not use the entire surface set. Some effects may even have unique surface controls that are described in the section of the manual that covers the effect.

6 Hue

The Hue color slider shifts the color values of the image across a color spectrum. This control allows you to shift the colors of the artwork while not affecting the lightness or saturation.

7 Saturation

The Saturation slider makes the colors in the image more or less vibrant. This control is useful for making an images colors pop while not affecting the overall tone or lightness.

8 Luminance

The Luminance slider adjusts the luminance or "light" qualities in an image to either darken or lighten the image.

9 Softness

The Softness slider will soften the selected image making it look out of focus.

10 Surface Map Orientation

The Surface Map Orientation menu allows you to rotate the map direction in specified directional increments. You may also flip the orientation horizontally or vertically.

11 Refractive

The Refractive slider increases or decreases the amount of image refraction that occurs in the effect. Refraction is the bending of light as it passes through a transparent material. Refracting bends the image and distorts it through the surface bevel and surface texture only when the Reflective Opacity slider is reduced to make the surface semi-transparent. In the simplest of terms, depth effects that are semi-transparent that have a refraction setting will bend the background image as it is seen through the surface.

12 Surface Map

The Surface Map menu allows you to select from a variety of surfaces for your effect. Surface Maps change the height of the surface with a texture or bump. This alters the direction of light reflected by Sheen and Reflective, and the light bent by Refractive. You may load a custom map by choosing "Custom Map" from the menu. Use the arrows at the top and bottom of the menu to scroll through the pre-installed maps. If you decide you no longer want the surface map, select the "None" option from the menu.

13 Surface Strength

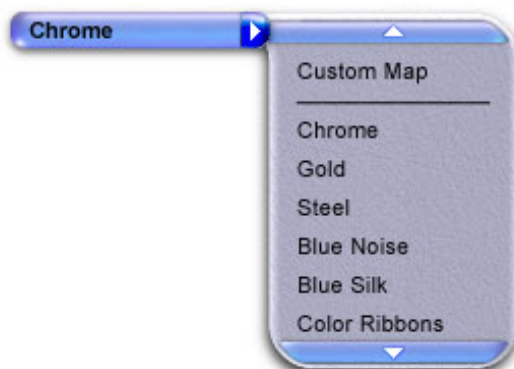
The Surface Strength slider adjusts the amount of surface texture and height you want to apply to the effect. Positive slider settings raise the surface texture up while negative settings press the surface texture into the artwork.

14 Imprint Size

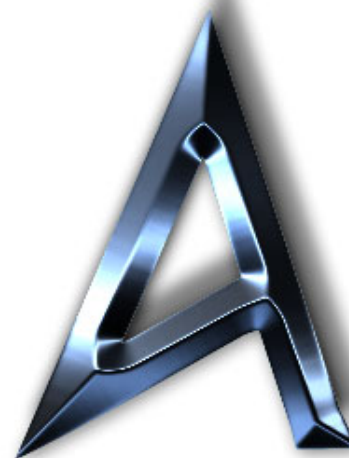
The Surface Imprint Size slider adjusts the size of the surface texture map without adjusting the height. Higher settings increase the size of the texture map while lower settings reduce it.

15 Surface Map Orientation

The Surface Map Orientation menu allows you to rotate the texture map direction in specified directional increments. You may also flip the orientation horizontally or vertically.



Reflection Map Menu



Graphite Reflection Map



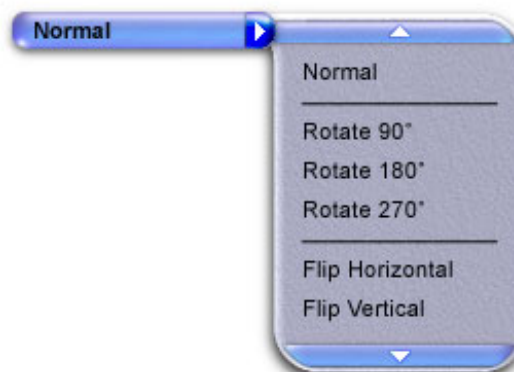
Silver Reflection Map



Luminance Increased



Map Orientation Flipped



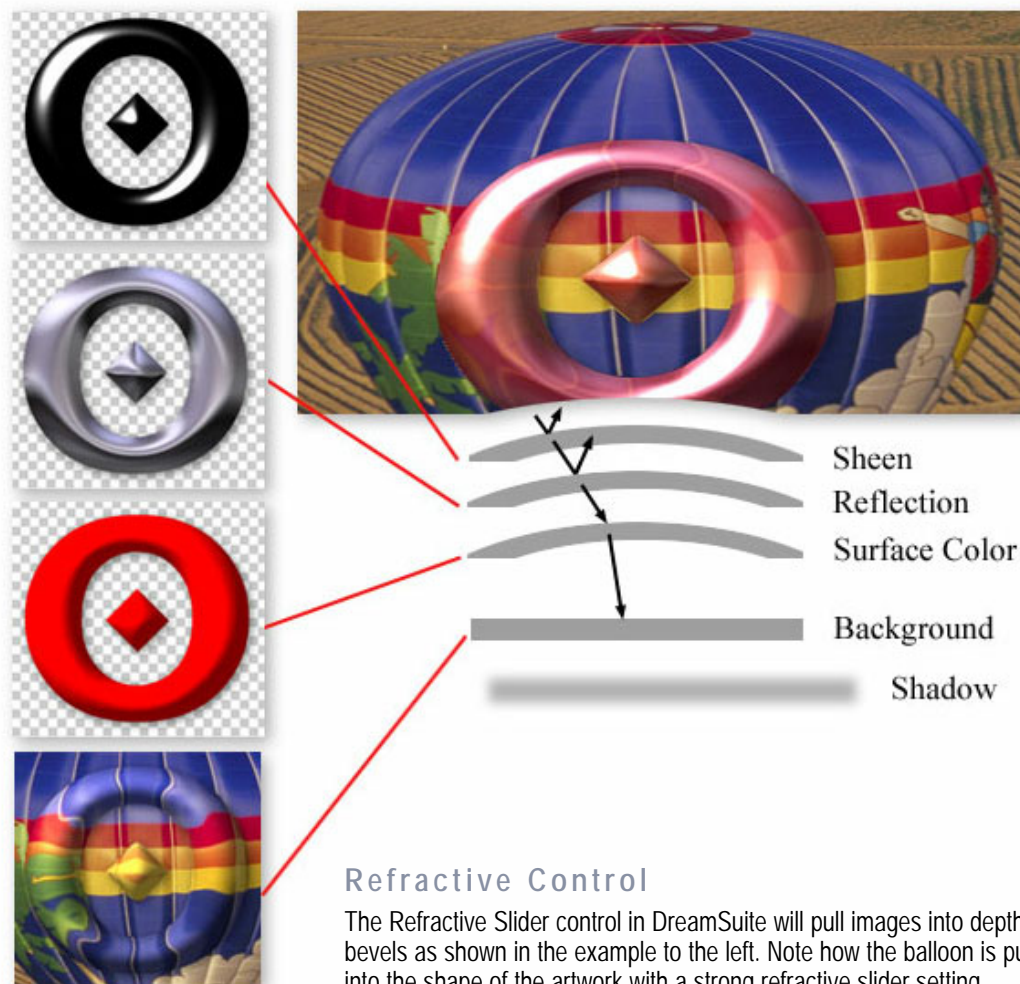
Map Orientation Menu



Hue Slider Adjusted

Understanding Surface Modeling

DreamSuite's Surface Controls use a light modeling system that is important to understand. Light is reflected from the object back towards the user. This reflected light is altered by the surface of the effect. If there are surface textures loaded on the effect, for example, the surface may absorb more of the light.



How Shading Is Applied

Shading is applied in 5 stages which simulate what happens to a ray of light illuminating an object. In each case, adjusting the controls associated with that stage controls the visibility of the underlying graphics:

Sheen

Sheen is the glossy highlight reflecting directly from a light source. Opacity of the sheen is controlled with the Sheen slider.

Reflection

Reflection is a mirror like reflection from the room or environment surrounding the object. Opacity of the reflection is controlled with the Reflective slider.

Surface Color

Surface color is like a layer of paint applied to the surface. Opacity of the Surface Color is controlled with the Surface Color slider.

Background

Background is the surface which shows underneath everything. The rays of light are effectively bent by refraction using the 'Refractive' slider.

By setting Refractive to 0%, the background appears to be at the same level as the surface color. If other objects lie underneath the surface, for example one 35mm Frame underneath another, they will be visible over the top of the background.

Shadows

Shadows are cast underneath opaque areas created by the background and surface color, but light from Sheen and Reflection does not cast a shadow. Opacity for shadows are controlled with the Shadow Color slider.

Semi-Transparent Results

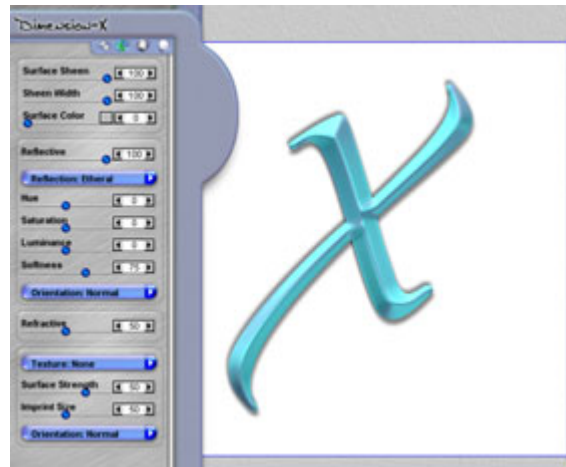
If the total opacity of all five of these stages of lighting is still less than 100%, then the resulting image will have transparent or semi-transparent pixel values.

Understanding Surface Controls

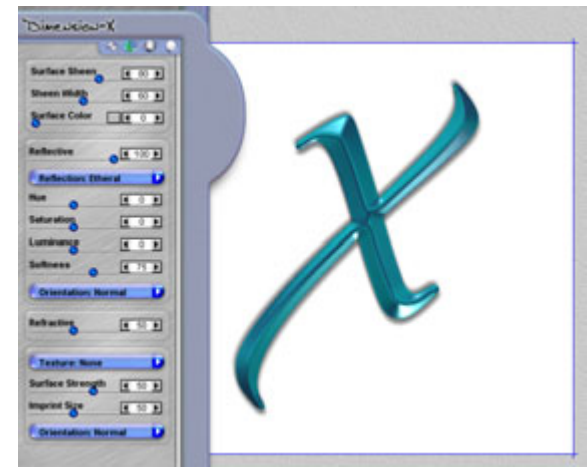
Examples and Tips for Using Surface Controls

DreamSuite Surface Controls offer you powerful methods for applying reflective surfaces on your depth based effects. It is important that you understand how the surface controls work in conjunction with lighting and any depth controls you may be using in the effect you are in.

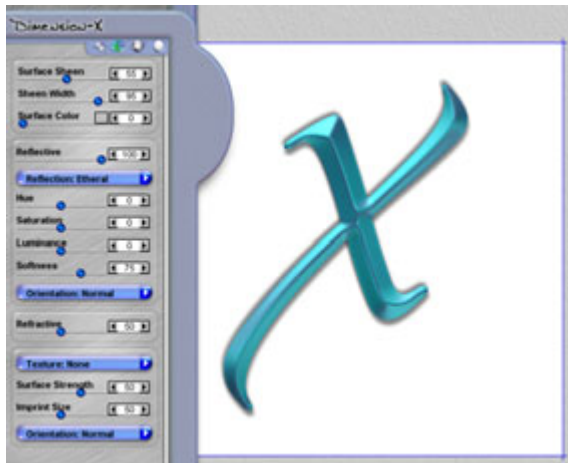
In this example we are using the Dimension X effect from DreamSuite Series One. The examples used on this page illustrate how the adjustment of Sheen, Sheen Width, Reflection and Surface Color affect the surface attributes of the effect.



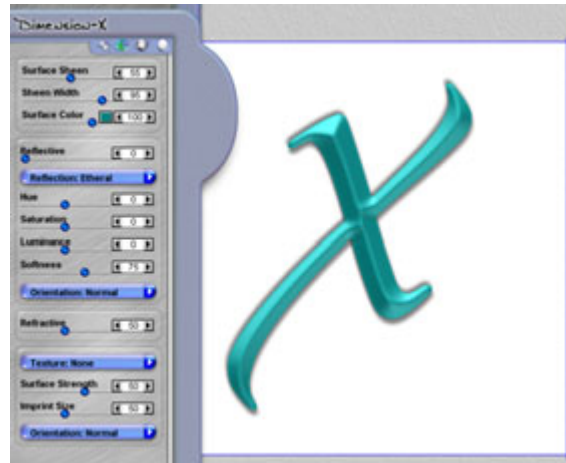
In the example above the Surface Sheen and Surface Width are set at 100. Notice how the overall effect lightens as the sheen is spread out and intensified.



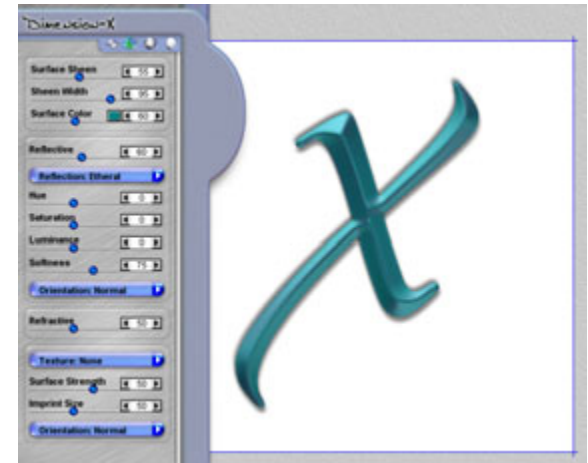
In the example above the Surface Sheen is set to 80 and the Sheen Width is set to a narrower amount of 60. As the Sheen amount is higher than the width amount the sheen is brighter and more intense in the areas where the light strikes the surface.



In the example above the Reflective (opacity of the Reflection map) is set to 100% opaque and the Surface Color (color under the effect) is set to 0%.



In the example above the Reflective (opacity of the Reflection map) is set to 0% opaque (100% transparent) and the Surface Color (color under the effect) is set to 100%. This makes the selected color (in this case green) show through the bevel shading.



In the example above the Reflective (opacity of the Reflection map) is set to 60% opaque and the Surface Color (color under the effect) is set to 60%. Together they mix their values (reflection map + color) and add up to 120%. This causes the effect to darken by 20%.

Understanding Depth Controls

How to use Depth controls in effects

Many of the effects in the DreamSuite series offer depth controls to add dimensional shading and reflections to the surface of your graphics. This section of the operations manual will give you a basic understanding of how the depth controls work in DreamSuite.

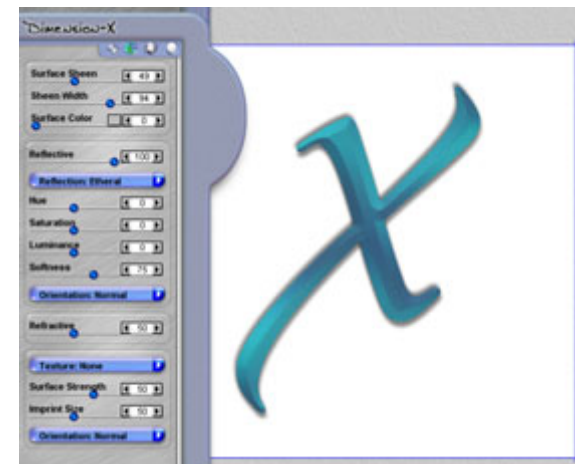
In the examples on this page we used the DreamSuite Series One effect Dimension X.

Depth Settings

There are four basic depth controls in most effects. The Bevel type defines the shape of the bevel. There are 11 different bevel types, each having its own distinct look that can vary as the settings are adjusted.

Edge Radius defines the width of the bevel as it is applied inside the effect. Edge Radius works together with Depth to define the perceived height the effect generates. Polish is used to smooth out the bevel angles to lessen the sharpness at the crescent.

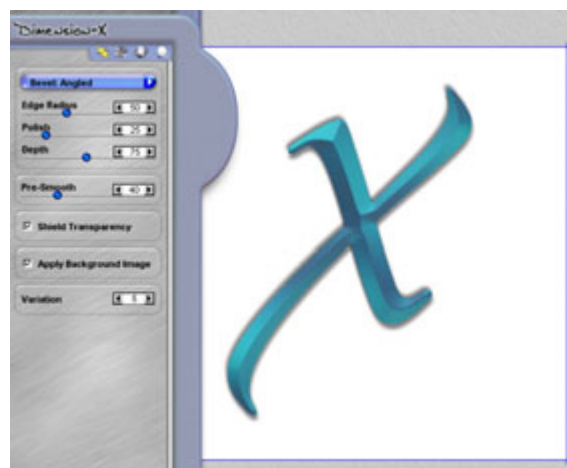
Depth controls how high the Bevel is rendered. The higher the Depth the sensitive it becomes to light striking the surface from an angle. Attributes like Surface Sheen are seen best with higher Depth settings.



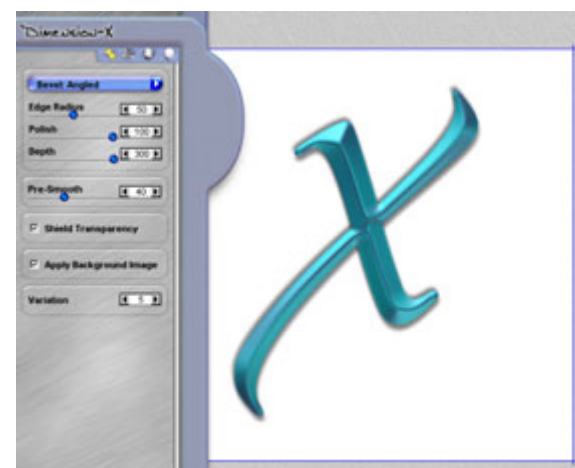
The surface of this example uses the Ethereal Reflection Map. As the Edge Radius and Depth are adjusted the Ethereal map will be distorted inside the bevel to reflect the light as it is bent across the surface.



In the example above the Edge Radius is set to 50 spreading out the distance the edge conforms to. With lower Depth settings a higher Edge Radius makes the effect look flat. Notice that with a lower Depth setting the lighting and sheen have nothing to reflect against.



In the example above the Edge Radius is set to 50 and the Depth is set to 75. As the Bevel is given more depth the light shading and surface sheen begin to give the effect greater depth. Increasing the Polish slider gives the effect a smoother bevel edge as the depth increases.



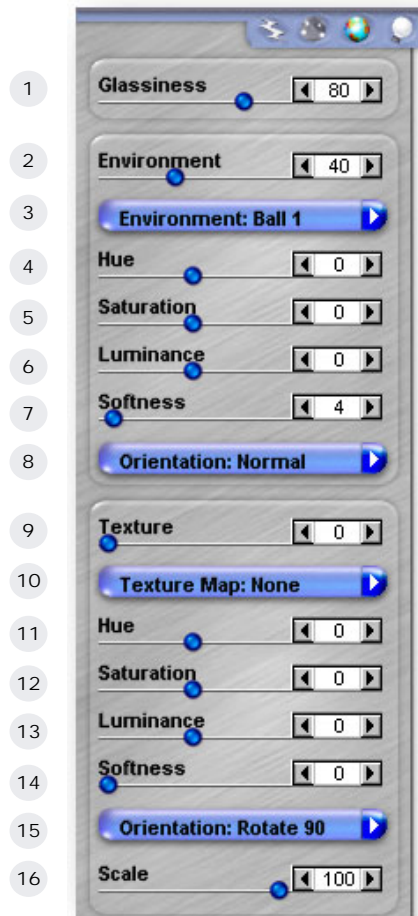
In the example above the Edge Radius is set to 50 and the Depth is set to 300. Polish is set to 100. Notice how the lighting and sheen are much stronger now that the depth has been increased. The sheen and lighting controls have not been adjusted - just the depth of the bevel.



Environment Controls

About Environment Controls

DreamSuite Environment Controls enable you to add glassy reflections and textured surfaces to your artwork.



1 Glassiness

The Glassiness control adjusts the other sliders into ranges to make the light look glassy. If you already have your settings at the optimal place adjustments to this control will yield little to no visual result. The best place to see the changes from this control is on curvy surfaces created by bevel depth.

2 Environment

The Environment Opacity controls how much of the glassy environment map shows through the effect. The higher the setting the stronger the environment map will show. Usually a setting between 25 and 50 is sufficient to generate a good shine.

3 Environment Menu

The Environment Menu allows you to load up different environment maps that generate the surface reflections. You may select from one of the installed maps or load up your own creation using the Load Custom Map option. You can use any image that has lots of shiny surfaces on it. Photos of chrome work excellent!

4 Hue

The Hue color slider shifts the color values of the image across a color spectrum. This control allows you to shift the colors of the artwork while not affecting the lightness or saturation.

5 Saturation

The Saturation slider makes the colors in the image more or less vibrant. This control is useful for making an images colors pop while not affecting the overall tone or lightness.

6 Luminance

The Luminance slider adjusts the luminance or "light" qualities in



This solid black clip art was brought into DreamSuite Series One Dimension X to create the glassy look. Environment Map: Ball 1 was used at 40% opacity and Glassiness of 80.

an image to either darken or lighten the image.

7 Softness

The Softness slider will soften the selected image making it look out of focus.

8 Surface Map Orientation

The Surface Map Orientation menu allows you to rotate the map direction in specified directional increments. You may also flip the orientation horizontally or vertically.

9 Texture

The Texture control defines how opaque the selected texture map appears.

10 Texture Map Menu

The Texture Map menu allows you to load up different texture maps that will be used as the background surface behind the environment map. You may select from one of the installed maps or load up your own creation using the Load Custom Map option. You can use any

11 Hue

The Hue color slider shifts the color values of the image across a color spectrum. This control allows you to shift the colors of the artwork while not affecting the lightness or saturation.

12 Saturation

The Saturation slider makes the colors in the image more or less vibrant. This control is useful for making an images colors pop while not affecting the overall tone or lightness.

13 Luminance

The Luminance slider adjusts the luminance or "light" qualities in an image to either darken or lighten the image.

14 Softness

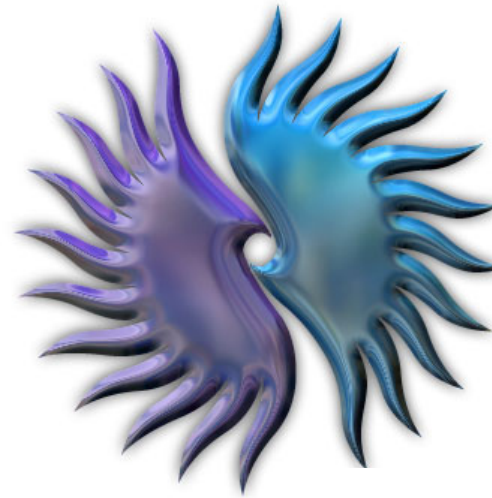
The Softness slider will soften the selected image making it look out of focus.

15 Texture Map Orientation

The Texture Map Orientation menu allows you to rotate the map direction in specified directional increments. You may also flip the orientation horizontally or vertically.

16 Scale

The Scale slider will reduce or enlarge the seamless Texture Map that you have loaded up as a background for your effect.





Lighting Controls

About DreamSuite Lighting Controls

Each effect in the DreamSuite Series has a unique set of controls. As such, not all effects will use all of the Lighting controls. Certain effects may even have unique lighting controls. Information on these controls will be detailed on the effect pages.



Lighting and shading are essential parts of many of the DreamSuite effects. They are integrated into each effect so as you change the direction and settings of the lights the effect components you have created change too reflect the changes.

DreamSuite's Lighting controls allow you to:

- Create new lights and set their relative height, strength and color
- Adjust the ambient light that surrounds the effect
- Independently control multiple lights points separate from the shadows
- Automatically or manually adjust shadows that are created by lights
- Create multiple shadows that are linked to lighting adjustments
- Independently control shadow color, opacity and softness
- Define the relative height of the artwork by adjusting the shadow offset values

1 Add Light Point

Click the Add Light Point button to add a new Light Point to the Light Sphere.

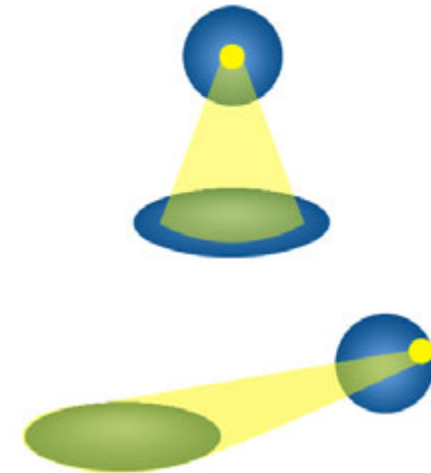
2 Delete Light Point

Click the Delete Light Point button to delete the currently selected Light Point from the Light Sphere. When a Light Point is deleted the corresponding Shadow Point is deleted (unless the Link Lighting to Shadows checkbox is turned off).

3 Light Sphere

The Light Sphere is very easy to use and understand. On the Light Sphere you will see a circle. This is called a Light Point. The Light Point represents a source of light. It is used to set the direction and height of the light as it shines on the effect. If multiple Light Points are in use, the active light point will be circled in red. The Shadow Point (located on the Shadow Sphere) that corresponds to the Light Point is also highlighted in red and will automatically move when the Light Point is moved.

If the Light Point were in the middle of the sphere then this would represent a light being placed directly above the effect. You would see very little shading as overhead lights do not cast shadows and remove most of the shading from an effect.



When light is cast from a severe angle the effect will darken dramatically.

To keep the angle of the light and lessen the darkening try adjusting the Light Color slider to reduce the Opacity of the Light being cast on the effect.

If you want to increase the overall brightness of the lighting increase the Ambient Lighting slider settings.

As the Light Point is moved towards the outer edge of the Light Sphere the height of the light is lowered and more shading and cast shadows will appear.

4 Spotlight Checkbox

Check this option on to convert the selected Light Point into a Spot Light Point. Uncheck this option to convert the selected Spot Light back into a Light Point. Spot Lights cast soft circular shapes of light directly over the graphic and help you shade it. Use the Feather, Spotlight Size and Light Color controls to enhance a Spot Light Point.

5 Feather

The Feather slider will control the softness of the spotlight. Lower settings make the spotlight have a harsher, more intense feel to them. Higher slider settings make the spotlight softer, less intense and spreads the simulated light out in a more gradual manner.

6 Spotlight Size

The Spotlight Size slider controls how large of a circumference the spotlight will spread out to cover the area it is centered on.

7 Light Color / Opacity

The Light Color / Opacity slider controls the color and opacity of the light that is emitted by the currently selected Light Point. The lower the opacity, the more the light fades into the artwork it shines upon and is less visible. The Light Color button at the end of the slider gives you access to the color picker so you can choose the color tint of the light. Click on the button and the color picker window will appear. the color you set will tint the effect as if the light source were shining through a colored piece of glass.

8 Ambient Light

The Ambient Light Source slider controls the strength of the ambient light that is reflecting around the effect. Ambient light does not come from any one source or direction but is instead represents light that is reflected from existing sources. Adjusting the ambient light will change the effect lighting evenly. The Ambient Color button at the end of the slider gives you access to the color picker so you can choose the color tint of the ambient light. Click on the button and the color picker window will appear.

To better understand ambient light, imagine shining a flashlight at a wall in a dark room. The light coming from the flashlight would represent the Light Point that you place on the sphere. The ambient light would be the light that is bounced off the wall and lights up the rest of the room.

9 Glare Strength

The Glare Strength slider controls how much glare is generated for effects that have lighting directly over an effect (Light Points positioned in the center of the Light Sphere). The glare that is cast back from the effect when the light strikes it is controlled with this slider. Reducing this Glare Strength setting reduces the amount of glare that you see when the light is positioned over or above an effect. Glare can occur when a relatively smooth surface reflects a light that is nearly directly overhead, causing Sheen to cover nearly the entire surface.



In the example above six Light Points were cast on an effect that used depth (DreamSuite Series One - Dimension X) with a Chrome Reflection Map. Notice how the lights blend with each other as they merge. Link Lighting to Shadows control was used on this effect initially and then the option was unchecked after all the lights were applied and the Shadow Points were customized.



In the example above the word "Color" was given three Light Points at varying angles with mid-range opacity. Colors were red, purple and light gray. The words "of Light" were given two Light Points at opposing angles. Colors were bright blue and medium purple.

10 Link Lighting to Shadows

DreamSuite allows you to automatically create shadows that match the light direction and shading that is generated by the Light Points. When the Link Lighting to Shadows checkbox is on whenever you create a new Light Point or change the direction of an existing Light Point, the corresponding Shadow Point is generated or adjusted, respectively. If you uncheck this option you are able to create new Light Points without adding new shadows and you can also create new shadows that have no Light Points associated with them.

If you uncheck this option and create new Shadow Points on the Shadow Sphere and then check this option back on you custom adjustments and Shadow Points are hidden but are still retained and will be shown again if the checkbox is turned off again.

11 Display Shadows

The Display Shadows checkbox turns the effect shadows on or off. When this checkbox is on the shadows formed by this effect will be saved or applied with the effect. If you do not want shadows on your effect turn off this checkbox.

12 Add Shadow Point

Click the Add Shadow Point button to add a new Shadow Point to the Shadow Sphere. This control is only active if the Link Lighting to Shadows checkbox is turned off.

13 Delete Shadow Point

Click the Delete Shadow Point button to delete the currently selected Shadow Point from the Shadow Sphere. This control is only active if the Link Lighting to Shadows checkbox is turned off.

14 Shadow Sphere

The Shadow Sphere is used to control the shadows that are generated under certain types of effects. Shadow Points are used to control the individual shadows. An effect can have multiple shadows that represent multiple light sources being cast from different directions and at different intensities.

When the Link Lighting to Shadows option is turned on the Shadow Points are created and controlled automatically by the Light Sphere. When this option is turned off you can click on the Shadow Sphere to create new Shadow Points or adjust existing shadow points by dragging them around and / or adjusting their settings using the shadow controls. You may have multiple Shadow Points, each with independent settings that allow you to simulate real world shading with primary and softer secondary shadows that are generated from multiple light sources. Shadow control sliders adjust the currently selected Shadow Point.

15 Shadow Color / Opacity

The Shadow Color / Opacity control sets the color and opacity for the currently selected Shadow Point. Reducing the slider settings reduces the opacity of the shadow making it more transparent. To adjust a shadow's color click on the color button and the color picker window will appear.

16 Shadow Height

The Shadow Height slider offsets the shadow from the main artwork providing the appearance of height. The farther a shadow is offset from the artwork the higher the artwork appears from the surface.

14 Shadow Softness

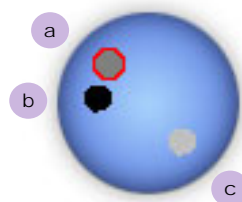
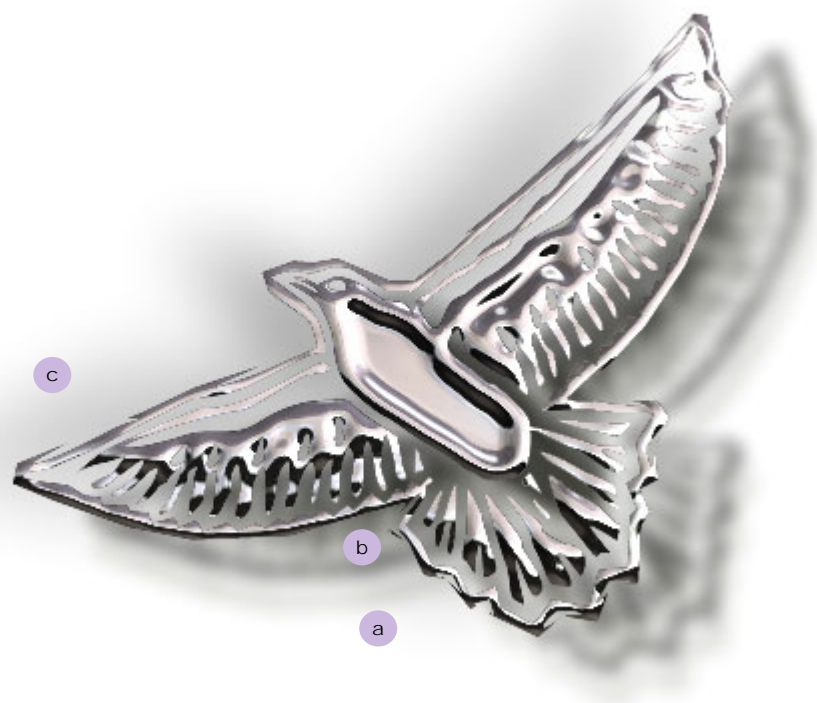
The Shadow Softness control makes the shadow softer and blend out more gradual. The higher your artwork is from the shadow the softer you should make it appear by adjusting this control. The higher the settings on this control the softer the shadow will appear.

15 Illuminate Photo

The Illuminate Photo checkbox controls whether any special lighting in an effect will spill over onto the original image or will stay constrained to illuminating just the object or frame. This checkbox does not control normal lighting controls but only the special lighting that is found in some effects. When this option is checked on the Illumination will alter the image. In most cases we recommend this option be checked on.

16 Balance Shading

The Balance Shading checkbox option forces the overall effect to retain its original brightness level, regardless of the number of Light Points that are added. Checking the 'Balance Shading' option ensures that a normal, flat surface will retain the same brightness as the original image even though the overall lighting level is increased or decreased significantly.



The active Shadow Point on the Shadow Sphere is circled in red. Each Shadow Point reflects the color you have selected for the shadow.

a. This is a secondary shadow that creates a ghost like effect on the main shadow. It is lighter in color and slightly offset with a higher softness setting and lower opacity.

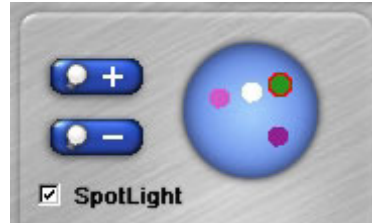
b. This is the primary shadow. It consists of the darkest color and the least amount of softness. The opacity is set higher than the other shadows.

c. Multiple light sources striking an image will create multiple shadows. This shadow is very soft, is cast in the opposite direction as the main shadow and is lighter in color than the other shadows. It is a subtle enhancement.

Using the Spotlight Feature

The lighting controls in DreamSuite feature a spotlight checkbox that allows you to convert a Light Point into a Spot Light Point.

Spotlights gradually highlight an effect and cast a subtle type of lighting as opposed to a Light Point.



Apply Tones and Colors

Using SpotLights you can introduce gentle tones and colors into your artwork. The spotlight feature enables you to have precise control over the placement, feather, size and color.



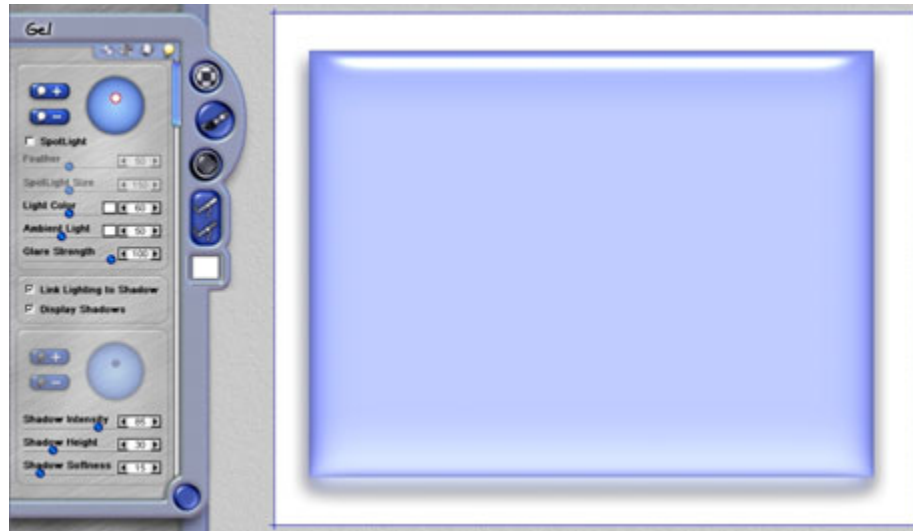
Added one Shadow Point to the upper left corner. Note the purple hue.



Added another Shadow Point to the lower right corner. Note the purple hue.

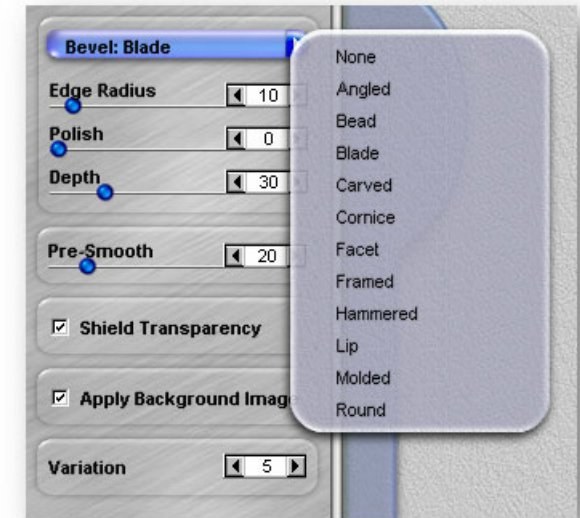


Added a Green Shadow Point to the upper right. Note how the colors mix.



Bevel Types

Many of the effects in the DreamSuite series contain the ability to apply depth bevels. This section of the DreamSuite manual illustrates some of the bevel types. For a description of the bevel controls, see the specific effect you are working with.



There are 11 bevel types. Using the Edge Radius, Polish, Depth and Pre-Smooth options you have precise control over the depth.

Adjusting Surface Sheen, Sheen Width and Light Point positions and light controls add further levels of control to the bevel process.



Bevel Types



facet



framed



hammered



lip



molded



round



DreamSuite Series One

35mm Frame - Chisel - Crackle - Crease - Cubism - Deckle - Dimension X - Focus - Hot Stamp - Instamatic
Liquid Metal Metal Mixer - PhotoBorder - PhotoDepth - PhotoTone - Putty - Ripple - Tape



35mm Frame

Photo Realistic 35mm Frame Effects

35mm Frame allows you to create photo realistic plastic, metal or semi-translucent glass frames around your images.



To change the layer order of the 35mm Frames use the Edit: Send to Back / Bring to Front commands.

A Transform Effect

The Transform Effect tool allows you to Select, Move, Scale, Stretch and Rotate effect objects.

- To Move an effect click to select it and then place the cursor on the inside of transformation box surrounding the effect and the cursor will display a four sided arrow. Once this cursor is displayed click and drag to move the effect to a new location.
- To Scale place the cursor on one of the corners of the transformation box and it will change to an angled double sided arrow - click and drag to scale (hold the shift key down to constrain the scale to proportional dimensions).
- To Rotate place the cursor outside of any of the box corner handles and the cursor will display a curved arrow - click and drag the box to the desired angle and release the mouse.
- To Stretch an effect move the cursor over the box sides and a double sided arrow will appear. Click and drag to stretch the effect in the desired direction and proportion.

B Clone Effect

The Clone Effect tool is used to create new effects that are based on the currently selected effect or if no effect is selected, from the default effect settings. Click onscreen with this tool and a copy of the currently selected effect will be cloned.

C Transform Photo

The Transform Photo tool allows you to Select, Move, Scale, Stretch and Rotate photos that are part of an effect.

- To Move a photo and reposition it inside the effect use this tool by moving the cursor to the inside of transformation box surrounding the photo and the cursor will display a four sided arrow - once this cursor is displayed click and drag to move the photo.
- To Scale the photo place the cursor on one of the corners of the transformation box and it will change to an angled double sided arrow - click and drag to scale (hold the shift key down to constrain the scale to proportional dimensions).
- To Rotate place the cursor outside of any of the box corner handles and the cursor will display a curved arrow - click and drag the box to the desired angle and release the mouse.
- To Stretch the photo move the cursor over the box sides and a double sided arrow will appear. Click and drag to stretch the photo in the desired direction and proportion.



D Load Photo

The Load Photo tool is used to replace an image that is inside an effect. When new effects are created they automatically create a copy of the original image into the effect. In most cases you will want to load in another image instead. With this tool selected click over the photo area inside the effect and you will be shown a small onscreen menu that allows you to load a new image, turn the image area transparent or reload the original image.

E Delete Tool

The Delete Tool is used to delete effects, paths and ellipses. Select this tool and then click over the item you want to delete. When this tool is active you are shown all effect ellipses and paths from all tools you have used.

1 Frame Color

The Frame Color slider and color picker are used to define the color and how strongly this is applied to the frame. The underlying color of the frame is always white. As you move the Frame Color slider to the left the color becomes transparent and blends into the white to form a soft tint.

2 Frame Age

The Frame Age slider applies an aged tint on the frame to simulate what an older frame may look like.

3 Image Age

The Image Age slider applies an aged tint on the image to simulate the photo having aged and yellowed.

4 Curl Shading

The Curl Shading slider combines intelligent shading and depth shadowing to provide the illusion of depth.

5 Edge Height

The Edge Height slider defines the height of the border lip along the area where the image meets the border. This is a subtle visual effect.

6 Corner Rounding

The Corner Rounding slider defines the shape of the corners on the currently selected effect. The higher the settings, the more rounded and curved the corners will become.

7 Bevel Type Menu

The Bevel Type menu defines the style of the bevel edging and depth curvature that is applied to the effect.

8 Edge Radius

The Edge Radius slider adjusts the angle and sharpness of the bevel edge. Use this control with Polish Curvature and Bevel Depth sliders to refine the look of the depth effect.

9 Polish Curvature

The Polish Curvature slider rounds and smoothes the angles of the bevel making them softer with gentle curves versus sharp angles. Use this control with the Edge Radius and Bevel Depth sliders to refine the look of the depth effect.

10 Depth

The bevel Depth slider changes the height of the bevel. Stronger settings make the bevel appear to have more height and depth. Use this control with the Edge Radius and Polish Curvature sliders to refine the look of the depth effect.

11 Shield Transparency

When this option is checked the effect will only apply to the pixels on the layer and will not affect the transparent areas. Checking this option will change how DreamSuite applies the effect around a selection or on artwork on a layer.

12 Shrink Frame

Adjust this slider to shrink or enlarge the effect in a concentric manner.

13 Create Snaps

When the Create Snaps checkbox is turned on it will place rivet like snaps on the currently selected 35mm Frame. These rivits simulate the rivits found on the plastic 35mm frames.

14 Apply Background Image

When the Apply Background Image checkbox is on, the background image behind the selection will show up in the preview and will also apply as part of the effect.

15 Variation

Variation controls the random generation of settings used to create each effect's distinctive patterns. Changing the Variation value for each effect object will provide an individual look. The variable patterns in 35mm Frame are Surface Dirt, Curl Shading the Surface Textures: Dimpled and Striated and the Bevel: Hammered.

35mm Frame Guide

How to setup and use 35mm Frame

Before you use 35mm Frame you need to setup your Photoshop document to allow for the frame space needed surrounding your image. If you do not allow for extra space around your image, 35mm Frame will shrink your image so the effect will fit within the allowed space. In most cases, this is not desired so lets walk through how to setup for this effect.

Step One - Setting Up Layers

We like to work with our images on layers as this gives us the most amount of flexibility for modifying the image later on or for putting the image ontop of other image. You can use 35mm Frame on a background layer (backgrounds contain no transparency) or on a layer. In this example we will setup the effect on a layer.

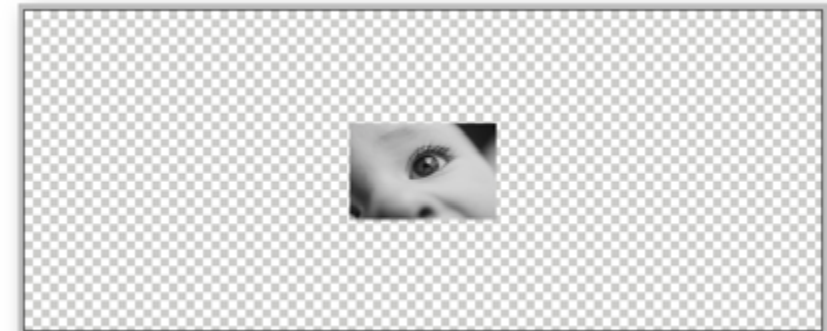
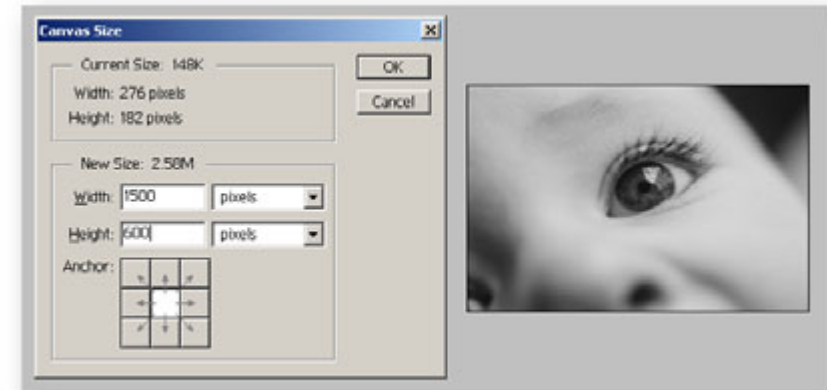
To make an image have transparency you must convert the *Background* layer into a regular layer. To do this, find the *Background* layer on the layers palette and double click over it. The Make Layer dialog window will appear. You can click OK and use the default Layer 0 name or you can give the layer a name of your own. After you have changed the layer name, it will now contain transparency.



Now that our image is on a transparent layer we need to allow additional space around the image to create our effect.

Increase the Canvas Size Around The Image

For this example we will be creating a spread of frames in a horizontal direction. Our design calls for a frame to be added to the left and to the right of the main image of the baby's face. This means we need to allow for room for the frame around the main image, space to the left and to the right of the image and some room at the top and bottom to allow us to position the added frames once we get inside DreamSuite.

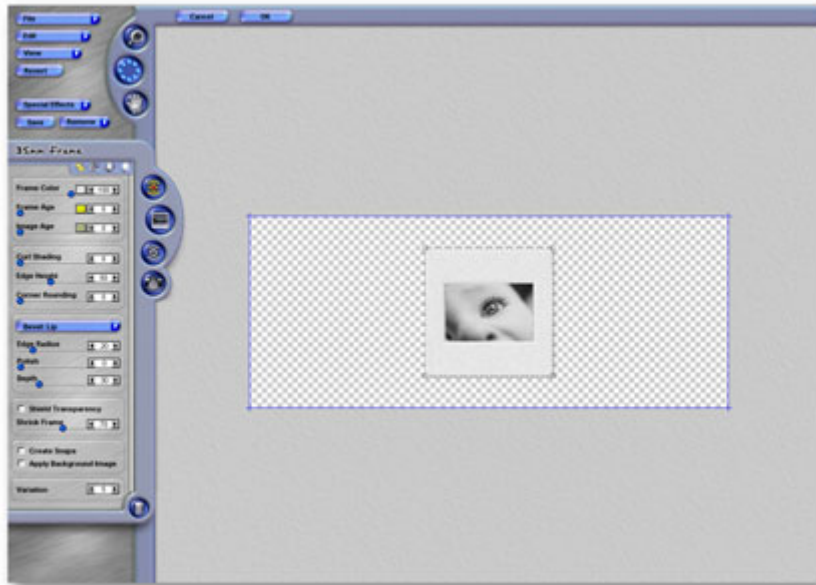


Now that we have added the extra room around the effect we will go into DreamSuite and apply the 35mm effect. The effect will automatically select the image from the layer so you do not have to select the image before going into DreamSuite.

We recommend that you save your file before going into DreamSuite. As your document contains transparency, you will be required to save the file in the Photoshop .psd format.

Applying the 35mm Frame in DreamSuite

When you first go into DreamSuite you will need to select the 35mm Frame option from the Special Effects menu. When the effect comes up the default frame will be placed around the image and the transform tool will be activated so you can go right into moving, resizing or rotating the frame as desired.



Adjust the Frame Before Cloning It

We recommend that if you plan on having similar frames in your spread that you adjust the main frame to get the look right before cloning it. All clones will have the attributes of the parent effect. You can adjust the clones after they are generated.



With the 35mm frame selected make the Clone tool active and click onscreen where you want the frame to appear. In the case of our example, we will create a frame on either side of the main frame.



Bring to Front Command

After cloning our frames we see that they are now ontop of the main frame. We want to move the main frame to the top of the other frames. Using the Transform Tool we click on the main frame to select it and then go to the Edit > Bring to Front command.



Transforming the Frames

To add some interest to the spread of images we used the transform tool to rotate them at angles and to offset them slightly from each other.



Load Photos

Use the Load Photo tool to load your images into the cloned frames.



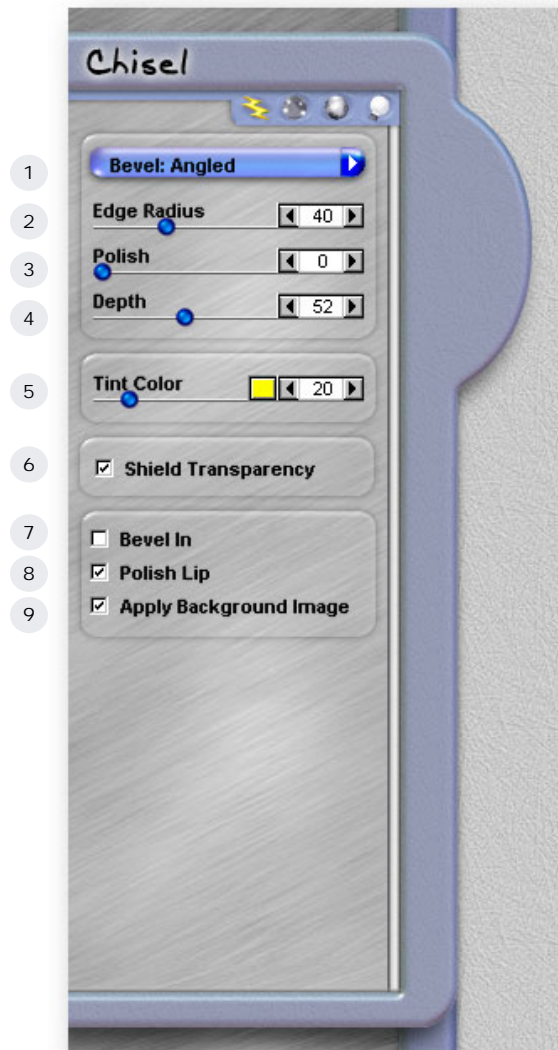
The final spread of frames shows how effective 35mm Frame can be in tying together groups of images into a central theme.



Chisel

Hammered and Chiseled Bevels

Chisel allows you to add unique depth effects to type and graphics using specialized bevel profiles, surface maps and surface textures.



1 Bevel Type Menu

The Bevel Type menu allows you to change the type of bevel depth that is applied to the chisel effect.

2 Edge Radius

The Edge Radius slider controls how sharply the chisel angle appears within the selection.

3 Polish Curvature

The Polish Curvature slider rounds and smooths the angles of the chisel. Lower settings allow more of the chisel lines to show simulating the chisel effect.

4 Depth

The Depth slider determines the height of the chisel. Increasing the value of this slider makes the chisel appear higher.

5 Tint Color

The Tint Color slider and color box allows you to add a color tint across the chisel effect. Use the color box to change the color of the tint that is applied to the bevel. The slider is used to reduce the opacity of the tint.

6 Shield Transparency

When the Shield Transparency option is checked the effect will only apply to the pixels on the layer and will not affect the transparent areas. Checking this option will change how DreamSuite applies the effect around a selection or on artwork on a layer.

7 Bevel In

When the Bevel In option is checked on the bevel will appear to go inward instead of going out and up from the surface.



8 Bevel In

The Polish Lip option smooths the edges of the mask to remove artifacts that may prevent a smooth bevel from being formed.

9 Apply Background Image

When the Apply Background Image option is on the background image behind the selection will show up in the preview and will also apply as part of the effect.

Chisel Guide

How to setup and use Chisel

Chisel is an effect that should be applied to type, graphics or selections. This guide will help you get your artwork setup in Photoshop before applying the Chisel effect.

Working With Type

When you set type in Photoshop it is placed on a special type layer. Before applying a filter to type the layer must be rendered. Photoshop will ask you before applying a filter if you want to render the type. Click OK when asked this question. Once the type is rendered as a bitmap DreamSuite can apply the effect to it.

Working With Selections

You can create a selection and apply Chisel to just the selected area.

Working With Layers

When you have artwork on a layer surrounded by transparency DreamSuite sees this artwork as being selected already as it masks out the transparent areas around the graphic. Using the Shield Transparency option that is available on many of the effects in DreamSuite, you are able to confine the effect to just applying to the pixels on a layer.

CHISEL

Using Chisel

In the example in this guide we set some type on a layer in Photoshop. We then rendered this layer and applied a gradient to the type to give it some additional interest.

CHISEL

Applying Chisel In DreamSuite

Once you select the Chisel effect in DreamSuite the default settings for the effect are applied to the selection or layer artwork.



CHISEL

The final result in this effect example uses an Angled bevel type with a heavy depth applied. The tint color is increased to 75% and is a yellow color to accent the copper color in the gradient. Default lighting values were used.



Crackle

Aged Paint and Mud Crack Effects

Crackle allows you to add paint and mud cracks to your images. Great for adding a bit of extra interest to an image or graphic.



A Flake Crack

Use this lasso tool to either click over a crack or to draw around a group of cracks to have them flake off. Use the Flake Shows Imprint checkbox option to have a ghost of the image left on the canvas surface from where the crack flaked off.

1 Crackle Type

The Crackle Type menu allows you to choose from two styles of cracks: Paint and Mud.

2 Spacing

The Spacing slider controls how close together the cracks are generated. Higher settings generate more space between the cracks. Lower settings produce smaller cracks with less space between them.

3 Irregularity

As the cracks are generated they use this control setting to determine how much of irregularity in the pattern there is. Higher settings produce more irregularity in the way the cracks are formed.

4 Separation

The Separation slider controls how thick the cracks are as they separate from the canvas.

5 Crack Opacity

The Crack Opacity slider controls the opacity of the cracks. The lower the setting the less apparent the cracks appear to be.

6 Crack Depth

The Crack Depth slider adds a perceived height to the areas generated around the cracks.

7 Curl Depth

The Curl Depth slider adjusts the amount of depth shading that is rendered across each section of the image between the cracks.

8 Branching

The Branching slider controls how the cracks grow and branch out as they are generated. Higher settings create more branches.

9 Canvas Sensitivity

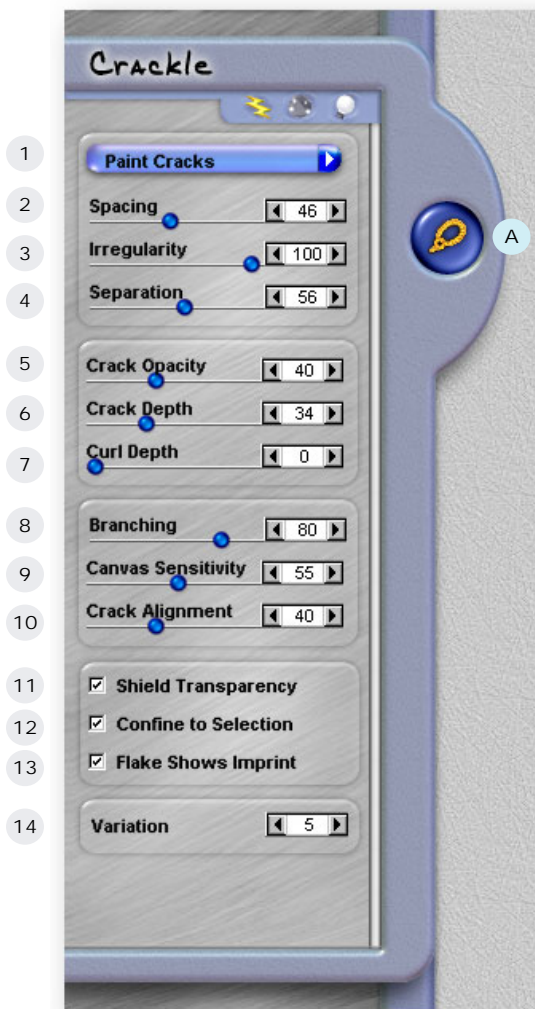
The Canvas Sensitivity slider makes the cracks form in a relational pattern to an underlying canvas. When paint ages and cracks on canvas the surface texture of the canvas influences the way in which the cracks form. The higher the setting on this slider the more sensitive the cracks are to forming in a relational pattern to paint cracking from canvas.

10 Crack Alignment

The Crack Alignment slider makes the cracks align more in a vertical and horizontal pattern simulating a painting that has been rolled up and unrolled numerous times forming cracks of this nature.

11 Shield Transparency

When the Shield Transparency option is checked the effect will only apply to the pixels on the layer and will not affect the transparent areas. Checking this option will change how DreamSuite applies the effect around a selection or on artwork on a layer.



12 Confine to Selection

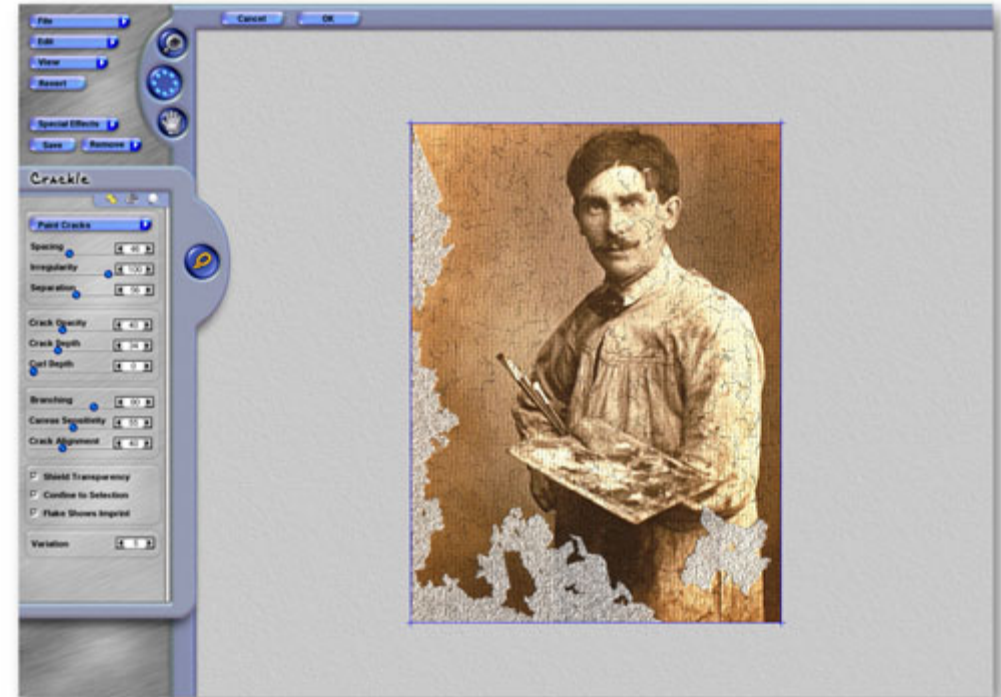
The Confine to Selection checkbox forces the effect to confine changes to the selection. To allow the effect to apply to the entire image area and not just the selection you must uncheck this box. This option is only available if your image has a selection.

13 Flake Shows Imprint

When the Flake Shows Imprint option is on any flakes you draw on your image using the Flake Crack tool will leave a slight ghost of an image imprinted on the surface.

14 Variation

Variation controls the random generation of settings used to create each effect's distinctive patterns. Changing the Variation value for the effect will provide a unique look each time the setting is changed. In Crackle the Variation setting is used to generate unique paths followed by the cracks, the undulations for the Curling and the pattern exposed when flaking occurs.



Crackle Guide

Confine To Selection

You can contain the crackle effect to a selected area of your image by turning on the Confine to Selection checkbox. The effect will only apply to the selected area. If you want to protect certain areas of an image (facial areas, for example) from being cracked then create a mask that excludes these areas. We recommend adding an 8 - 10 pixel feather to the selection to help blend the cracks in.



Using the Flake Crack Tool

Select the Flake Crack tool and draw with it onscreen to form irregular shapes. Make sure to end the shape you are drawing at the point where you began it. The Flake Crack tool will automatically shape itself to the rough dimensions you have drawn. This tool is designed to spread and contract automatically so the flake will not be a perfect shape to match your drawing. Once you have Flaked off part of your image you can use the Flake Crack tool to add areas back in or remove the flake area all together. To do this hold down the Alt (Win) or Option (Mac) key while drawing with this tool. Make sure to draw a large area around flakes.

Adjust the Lighting

As with many DreamSuite effects, lighting plays an important part in how the cracks are seen. As light strikes the cracks the edges of the cracks are highlighted or are cast in shadows depending on the angle, position and strength of the Light Points on the Light Sphere.

Surface Controls

In the example of the painter shown above we used the Canvas Surface Texture with a low surface strength setting.



Adjust the Opacity

We find it helpful to use the Opacity control to adjust the overall strength of the cracks and how they appear on the image. We prefer keeping the settings in the 30 - 50% range as this prevents the cracks from being too strong overall.

Flake Shows Imprint (or transparency)

If you use the Flake tool and the Flake Shows Imprint checkbox is on the canvas shows in the background. If you uncheck this option the flaked area becomes transparent. This is useful for layering images under the flaked areas in Photoshop.



Crease

Bend, Fold and Crease Images

Crease allows you to dynamically bend, fold and crease images to give them depth and dimension.

A Curl

Use the Curl tool to curl the photo corners in either an upward or downward direction. The direction for this effect is set by the Orientation Menu. Click and drag this tool across a corner to draw a curl path. Click and drag over an end point on the path to adjust the length or direction of the path. To draw a freehand path with this tool, turn off the Straight Path checkbox.

B Crease

Use the Crease tool to create crease lines on your image. Crease lines can be generated in either an upward or downward direction depending on the Orientation settings. Click and drag this tool across your image to create the crease path. To draw a freehand path with this tool, turn off the Straight Path checkbox.

C Crumple

Use the Crumple tool to create crumples and small surface distortions on your image. Click and drag this tool across your image to create the crumple path. Use the Crumple slider to adjust the strength of the crumple paths. To draw a freehand path with this tool, turn off the Straight Path checkbox.

D Fold

Use the Fold tool to create a bend and fold effect. Click and drag this tool across your image to create the fold path. To draw a freehand path with this tool, turn off the Straight Path checkbox.

E Delete

The Delete tool is used to delete effects, paths and ellipses. Select this tool and then click over the item you want to delete. When this tool is active you are shown all effect ellipses and paths from all tools you have used.



As you change Crease tools you will see the onscreen effect paths created by that tool and that tool only.

1 Orientation

The Orientation menu allows you to choose the orientation of Curl, Crease and Fold effects. You may choose a downward or upward orientation. First, select a path and then change the orientation by using this menu.

2 Fold Depth

The Fold Depth slider defines the shading depth for the Curl, Crease, Crumple and Fold tools. The higher the setting the more depth shading and distortion is applied to the effect.

3 Fold Width

The Fold Width slider defines the width for the Curl, Crease, Crumple and Fold tools. The higher the setting the wider and smoother the shading is applied across the effect. Use the width to make fold and creases sharper or smoother.

4 Frequency

The Frequency slider adjusts the size of the wrinkles that are generated along the sides of a fold.



5 End Taper

The End Taper slider reduces the fold depth near the ends of the path. Setting this control at higher amounts reduces the amount of dimple or bend that is generated along the fold path. This is useful for creating folds in the middle of a document without having a dimple or bend generated.

6 Crumple

The Crumple slider controls how much of a crumple is applied to the currently selected path. This control produces a slight visual effect with Curl, Crease and Fold paths and a major effect with the Crumple path.

7 Crease Bumps

The Crease Bumps slider adds a slight visual enhancement to the folds and creases showing irregularities where the fold has occurred.

8 Distortion

The Image Distortion slider control defines how much the image is distorted along the crease or fold.

9 Perspective

The Perspective slider controls the strength of the fold and crease perspective as it bends the image.

10 Opacity

The Opacity slider controls the degree in which the Crease shading is seen on the image. Higher settings show more shading while lower settings may remove most of the depth and shading from the image.

11 Draw Straight Line

When this option is checked on the Crease tool will draw a straight line. Alternatively you can hold down the Shift key while drawing and temporarily draw with a straight line.

12 Shield Transparency

When this option is checked the effect will only apply to the pixels on the layer and will not affect the transparent areas. Checking this option will change how DreamSuite applies the effect around a selection or on artwork on a layer.

13 Shrink Frame

Adjust this slider to shrink or enlarge the effect in a concentric manner.

14 Variation

Variation controls the random generation of settings used to create each effect's distinctive patterns. Changing the Variation value for the effect will provide a unique look each time the setting is changed. In Crease the Variation setting is used to generate unique patterns for the Wrinkles around each crease type, for the Crumples

and irregular Bumps.

Crease Guide

How to use the Crease effect

Crease opens up new creative options for designers as it lets you add dimension to your photographs and artwork. Overall Crease is an easy effect to use. Crease does, however, take a firm understanding of how all the controls work in order to get the desired results you are seeking. One simple adjustment to the lighting can have profound results on the way the shading is shown.

Another example is that if you crease an image in the middle in an upward direction this raises up the image so any light shining from the sides will strike the center on one side and shade the other side. Any creases on either side of the middle will be affected by both the center crease settings (height and depth) as well as by the lighting angle, strength and overall ambient light settings. In this example, as you adjust the center crease it can affect all the other creases in the document. It is this interrelationship that you must come to understand and anticipate before you can master using Crease.



In the example above multiple crease paths were placed throughout the image. Each crease path had its own unique settings. After getting the paths placed and adjusting the settings the designer set up several light points to help cast light across the image at different angles and heights so each crease was shaded to the desired level. This example took around 30 minutes to produce. Most of the time

Adjust the Opacity

We find it helpful to use the Opacity control to adjust the overall strength of the creases and how they appear on the image. We prefer keeping the settings in the 30 - 50% range. Use the Opacity settings to increase or decrease the strength of the shading once you get the lighting to the desired angle.

Shrink the Frame

When you crease your image and need more room for shading or image angling use the Shrink Frame control to reduce the size of the overall image inside the canvas space. This resizing uses high quality bicubic interpolation methods and constrains the aspect ratio automatically.

Draw Crease Paths Partially On The Image

Look at the example image to the right. Note the path at the top of the image how it is coming in from above and only going into the image a short distance. You can get some great localized crease depth effects from applying paths to the image along the edges.

Adjust the Opacity

We find it helpful to use the Opacity control to adjust the overall strength of the creases and how they appear on the image. We prefer keeping the settings in the 30 - 50% range. Use the Opacity settings to increase or decrease the strength of the shading once you get the lighting to the desired angle.

Increase the Width to Spread the Depth

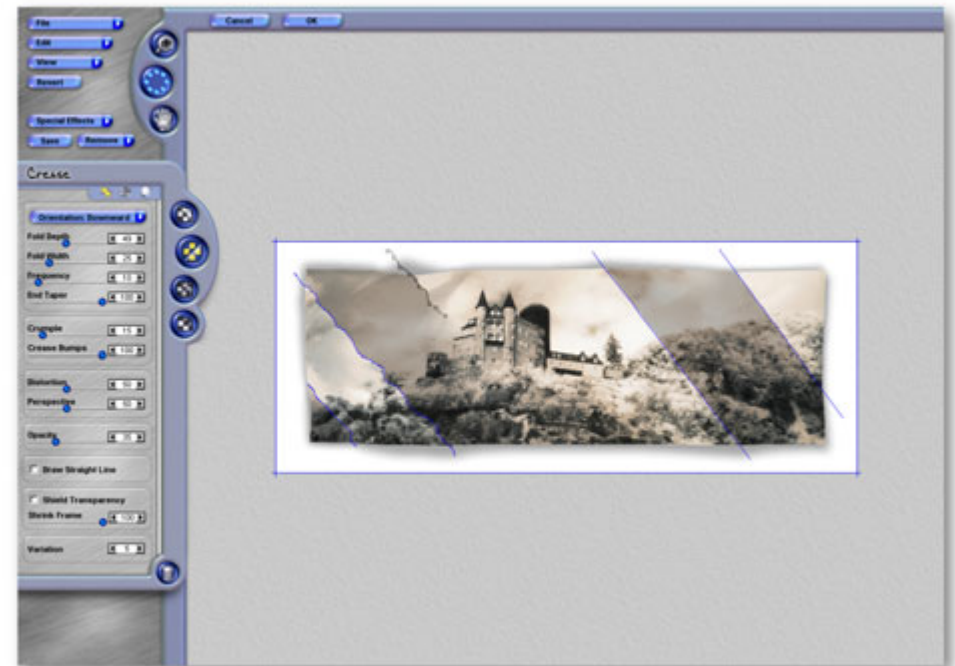
The wider you make a crease the more spread out the depth setting becomes. A lower Width slider setting makes the crease depth setting more localized and appear sharper. A higher Width slider setting spreads out the "Depth" of the crease across a wider distance.

Use the Render Button

As the Crease effect uses complex mathematics it is a relatively slow effect to use. We recommend using the Render option under the Edit > Preferences dialog. Using this option will enable you to draw your paths onscreen, position them as desired, define settings for each path, setup your lighting and then press the render button. Using this method of creating the effect is, however, a bit touch and go as you will have to make multiple adjustments before getting the right look you desire. We like using the Render option as it allows us to make multiple adjustments and then see what the result is while waiting only once for the effect to render.

Draw Straight Line

The main Crease tool allows you to draw irregularly shaped paths. At times, however, you will want a straight crease. You have two options here. You can check the Draw Straight Line checkbox and this tool or you can hold down on the Shift key while drawing with this tool.

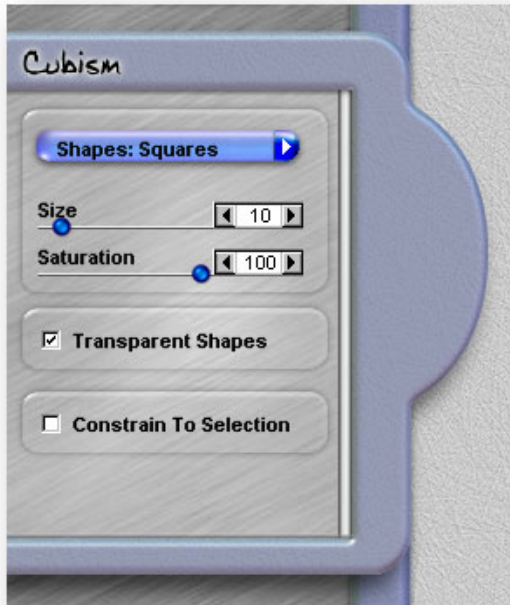




Cubism

Add Artistic Geometric Shapes to Images

Cubism adds a creative touch to images by adding geometric shapes that emerge from the image and fade from transparent to solid as they come into view.



1 Shapes

The Shapes menu allows you to change the shape of the Cubism effect. Your choices are squares, triangles, pentagons and hexagons.

2 Size

The Size slider controls how large or small the shapes appear on your document.

3 Saturation

The Saturation slider reduces the amount of color shown through the shape. The lower the setting the less color you will see.

4 Transparent Shapes

When the Transparent Shapes option is on the shapes are semi-transparent and blend together. When this option is off the shapes are formed of solid colors that are derived from the image.



Lower settings on the Size slider will allow more detail in the image to be seen as the cubes are smaller.

5 Constrain to Selection

The Constrain to Selection checkbox forces the effect to confine changes to the selection. To allow the effect to apply to the entire image area and not just the selection you must uncheck this box. This option is only available if your image has a selection.



Squares - Size 30



Triangles - Size 30



Pentagons - Size 30



Hexagons - Size 30

Cubism Guide

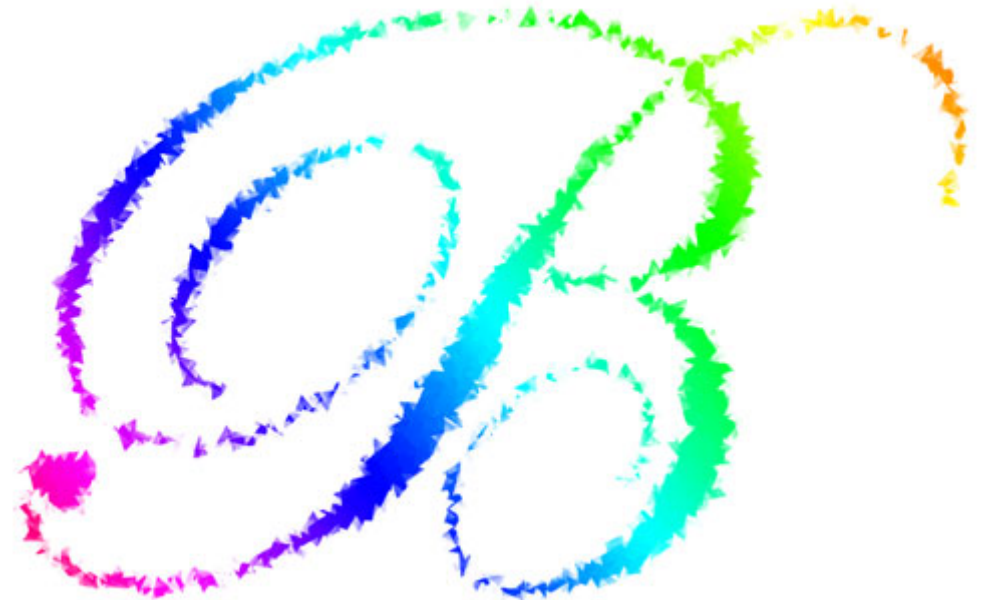
Some Useful Tips for Cubism

Cubism is a very simple effect to use. This guide will describe some of our favorite techniques we like to use when working with this effect.

Apply to Background

One of our favorite techniques is to use Cubism to add interest to the background behind a foreground subject in an image. Use Cubism to shape the background so it is not a regular scene. If you mask out the foreground image and place it on a layer above the background you can apply Cubism to the entire background and the resulting effect is quite pleasing.

See the screenshot example to the right. First we masked out the clown with the Photoshop Quickmask tool and then we copied the clown onto a new layer above the background. We then applied Cubism to the background image.





Deckle

Add Rips and Tears to Photos

Deckle allows you to rip and tear your photos, type and graphics. Add deckles around any mask selection or use the Freehand Deckle tool to craft a custom shape.



A Freehand Path

The Freehand Path tool allows you to draw a path by dragging the cursor along the area you want the path to be formed. When you lift the cursor the path is formed along the area you have traced. The deckle effect will be applied to the path once it is drawn.

- The path will automatically snap together when you lift the mouse if it is close to the starting point where you began the trace.
- To adjust points on the path move the cursor over the point and it will change to an Adjust Path cursor.
- To adjust a handle of a point move the cursor over the handle and it will change into the Adjust Path cursor so you can select and move the handle.
- To move the path place the cursor over the path and it changes to a Move Path cursor. Click and drag to move the path.
- If you move the cursor adjacent to the path it will change to a Transform Path tool that allows you to drag and transform the path length and rotation.

B Accent Tears

The Accent Tears tool is used to draw small tears on the edges of the deckle that you have created. To use this tool you should start the path directly over the deckle path and move it inward in a slightly irregular direction. Once you have drawn an Accent Tear path use the Tearing Path slider to control the width of the Tear. The Path Transformation and Editing tool can adjust the Tear paths you create.



Use the Path Variation slider to add extra shape to the Deckle Path.

C Add / Remove Point

The Add / Remove Point tool adds points to a path or removes existing points from a path. Move the tool over a path and click to add a new point to the path. After the point is added select the main path tool to adjust this point as desired. To remove a point that is on a path move the tool over the point and click. The point will be deleted and the path will redraw itself.

D Convert to Corner Point

The Convert to Corner Point tool converts a point into a corner point. Click over a curved point and it becomes a corner point.

E Delete

The Delete tool is used to delete effects, paths and ellipses. Select this tool and then click over the item you want to delete. When this tool is active you are shown all effect ellipses and paths from all tools you have used.

1 Deckle Path Direction

The Deckle Path Direction menu allows you to control which side of the path it deckles on. If you select Deckle Inside of Path the deckle will be shown on the inside of the path and the area outside of the path is removed. If you select Deckle Outside of Path the area inside the path is removed and the deckle and photo outside of the path is kept. After you have drawn your deckle path using the Freehand Path tool you may change the Deckle Direction or you may set the direction prior to drawing your path.

2 Path Variation

Path Variation randomizes the path and adds irregular deviations from the path you draw. You may either adjust this control before or after you have drawn your path.

3 Deckle Mask Selection

When the Deckle Mask Selection option is turned on a deckle will automatically be applied to a selection if one is present. This option is useful if you want to create the selection using type or a graphic shape. Deckle will trace along the edges of the selection and apply the effect. Intricate shapes may not work well with this effect ... small type or detail on a graphic may be absorbed in the deckle effect.

4 Deckle Selection Direction

The Deckle Selection Direction menu allows you to control which side of the selection it deckles on. If you select Deckle Inside of Selection the deckle will be shown on the inside of the selection and the area outside of the selection is removed. If you select Deckle Outside of Selection the area inside the selection is removed and the deckle and photo outside of the selection is kept.

5 Deckle Width

The Deckle Width slider controls how wide the deckle shows up on the edges of your artwork. The width will not exceed the maximum range you have set this slider to. Use this control in conjunction with the Deckle Variation slider to define the width variation range for the deckle.

6 Deckle Irregularity

The Deckle Irregularity slider controls the variation in width that is applied as the deckle effect is generated on your image. Use this in conjunction with the Deckle Width control to define the deckle size parameters throughout the effect.

7 Removal Distance

After you have drawn a deckle path the effect removes pixels around the path. The Removal Distance slider determines how far out from the path pixels are removed. The higher the setting, the farther deckle goes.

8 Fiber Density

The Fiber Density slider controls the amount of fiber that is shown along the edge of the deckle. Fiber is an important visual component of the effect. The more dense the fiber the stronger this aspect will show up when the effect is generated.

9 Fiber Length

The Fiber Length slider controls how far the fiber strands are allowed to go both inside and outside of the deckle path.

10 Fiber Roughness

The Fiber Roughness slider controls the coarseness of the fibers as they are rendered on the deckle effect.

11 Deckle Color Blending

The Deckle Color Blending control allows you to set the colors that are used to blend from the edge of the deckle inward toward the image. The color to the left represents the outer edge of the deckle and the color on the right represents the color closest to the image. To use this control double click anywhere on the slider above the gradient to create a new gradient color control. Slide this triangle control left or right to blend the color with adjacent gradient blends. Double click on the triangle to open the color picker and change the blend color. To delete a triangle click on it and then press the delete key.

12 Image Blending

The Image Blending slider blends the image colors through the deckle areas. As you reduce this slider from 100% you will begin to see the image through the deckle.

13 Curl Shading

Curl Shading adds depth to the surface around the tear, which will be shaded and shadowed giving the image the appearance to being pulled upward or twisted by the tear.

14 Variation

Variation controls the random generation of settings used to create each effect's distinctive patterns. Changing the Variation value for the effect will provide a unique look each time the setting is changed. In Deckle the Variation setting is used to generate unique placement of fibers, the height and shading of the irregular torn edge, and the Path Variation.



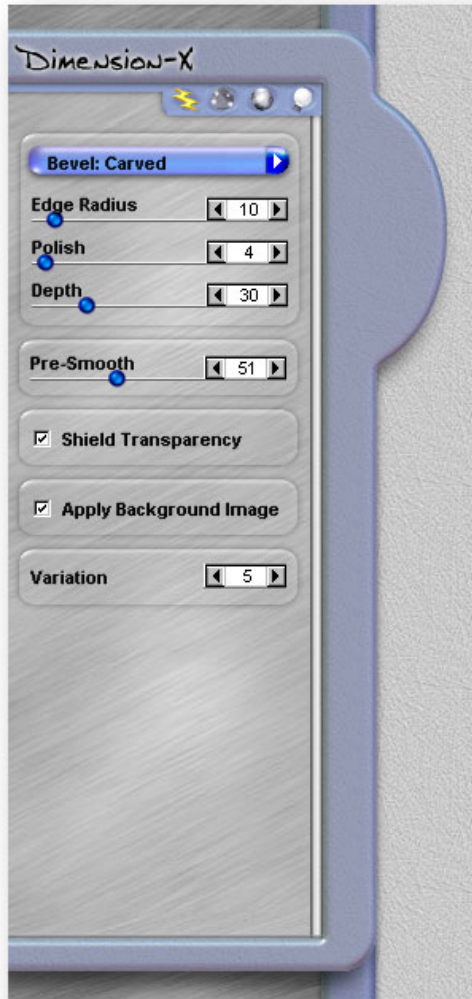
Dimension X

Depth and Surface Effects for Graphics

Dimension X is a powerful depth effect. It allows you to add realistic depth bevels, reflective lighting and surface texture maps to graphics and type.



Lighting is an essential part of the Dimension X effect. Try adjusting both the Ambient Light settings and the number and position of Light Points on the Light Sphere.



1 Bevel Type

The Bevel Type menu defines the style of the bevel edging and depth curvature that is applied to the effect.

2 Edge Radius

The Edge Radius slider adjusts the angle and sharpness of the bevel edge. Use this control with Polish and Bevel Depth sliders to refine the look of the depth effect.

3 Polish

The Polish slider rounds and smoothes the angles of the bevel making them softer with gentle curves versus sharp angles. Use this control with the Edge Radius and Bevel Depth sliders to refine the look of the depth effect.

4 Depth

The Depth slider changes the height of the bevel. Stronger settings make the bevel appear to have more height and depth. Use this control with the Edge Radius and Polish Curvature sliders to refine the look of the depth effect.

5 Pre-Smooth

The Pre-Smooth Mask slider smoothes the edges of the selection mask. The quality of the selection mask you are using can impact the results you achieve from the effect.

6 Shield Transparency

When the Shield Transparency option is checked the effect will only apply to the pixels on the layer and will not affect the transparent areas. Checking this option will change how DreamSuite applies the effect around a selection or on artwork on a layer.

7 Apply Background Image

When the Apply Background Image option is on the background image behind the selection will show up in the preview and will also apply as part of the effect.

8 Variations

Variation controls the random generation of settings used to create each effect's distinctive patterns. Changing the Variation value for the effect will provide a unique look each time the setting is changed. In Dimension X the Variation setting is used to generate unique patterns for the procedural Textures such as Dimpled and Striated, the the procedural Bevels such as Hammered.

Dimension X Guide

Examples and Tips for Using Dimension X

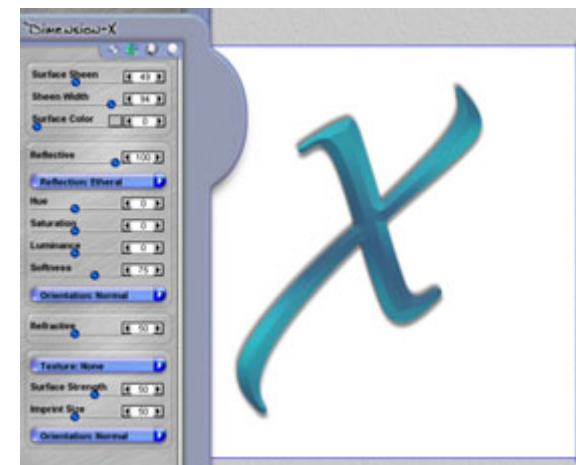
Dimension X offers you lots of flexibility for applying depth to type and graphics. It is important that you understand how the depth controls work in conjunction with the lighting and surface controls so you can quickly get the look you desire. As you work with Dimension X remember that there are three separate areas you need to pay attention to: Depth (under effects) Surface (under surface) and Lighting (under lighting) as they all work together to form the illusion of 3D depth on a 2D surface.

Depth Settings

There are four basic Depth controls in Dimension X. The Bevel type defines the shape of the bevel. In Dimension X there are 11 different bevel types, each having its own distinct look that can vary as the settings are adjusted.

Edge Radius defines the width of the bevel as it is applied inside the effect. Edge Radius works together with Depth to define the perceived height the effect generates. Polish is used to smooth out the bevel angles to lessen the sharpness at the crescent.

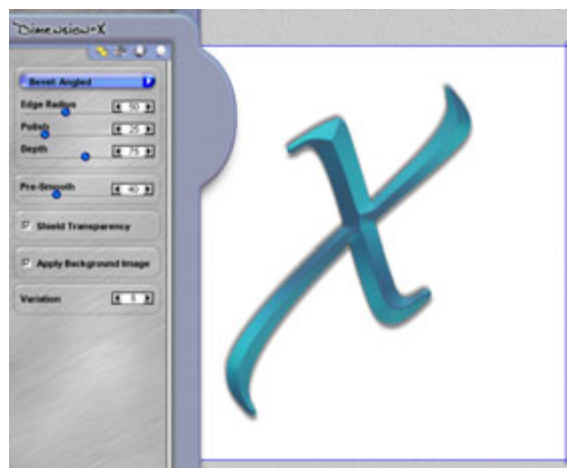
Depth controls how high the Bevel is rendered. The higher the Depth the sensitive it becomes to light striking the surface from an angle. Attributes like Surface Sheen are seen best with higher Depth settings.



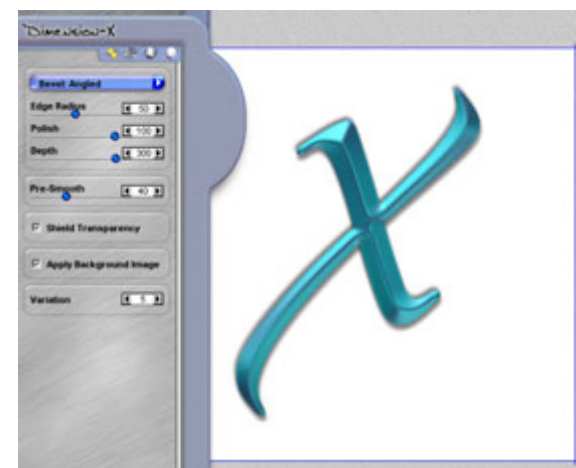
*The surface of this example uses the **Ethereal Reflection Map**. As the **Edge Radius** and **Depth** are adjusted the **Ethereal map** will be distorted inside the bevel to reflect the light as it is bent across the surface.*



*In the example above the **Edge Radius** is set to 50 spreading out the distance the edge conforms to. With lower **Depth** settings a higher **Edge Radius** makes the effect look flat. Notice that with a lower **Depth** setting the lighting and sheen have nothing to reflect against.*



*In the example above the **Edge Radius** is set to 50 and the **Depth** is set to 75. As the **Bevel** is given more depth the light shading and surface sheen begin to give the effect greater depth. Increasing the **Polish** slider gives the effect a smoother bevel edge as the depth increases.*



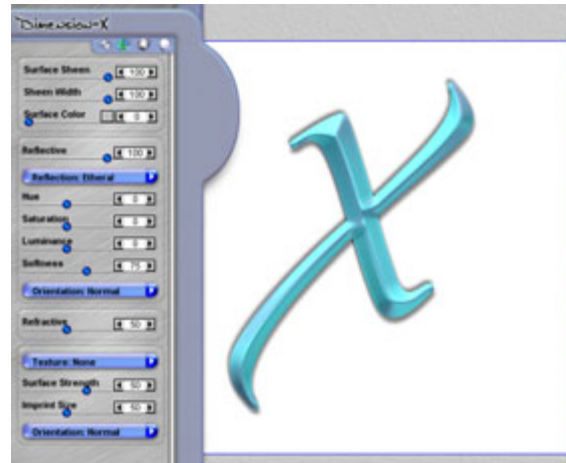
*In the example above the **Edge Radius** is set to 50 and the **Depth** is set to 300. **Polish** is set to 100. Notice how the lighting and sheen are much stronger now that the depth has been increased. The sheen and lighting controls have not been adjusted - just the depth of the bevel.*

Surface Settings

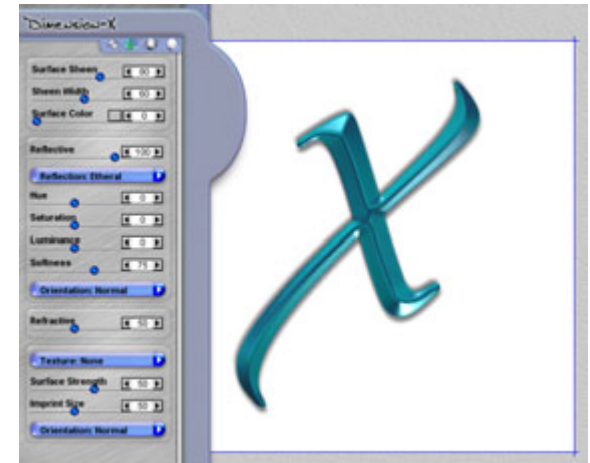
The surface settings set the color or texture mapping used inside the depth effect as well as controlling surface textures used to give the effect a textured surface. Surface settings also allow you to control the sheen (reflective qualities) of the depth effect.

Adjust the Surface Sheen Width slider to control how spread out the reflective light striking the surface of the artwork is shown. A lower setting results in a more concentrated amount of sheen along the edges of the artwork while a higher setting results in the sheen being spread out across a wider area.

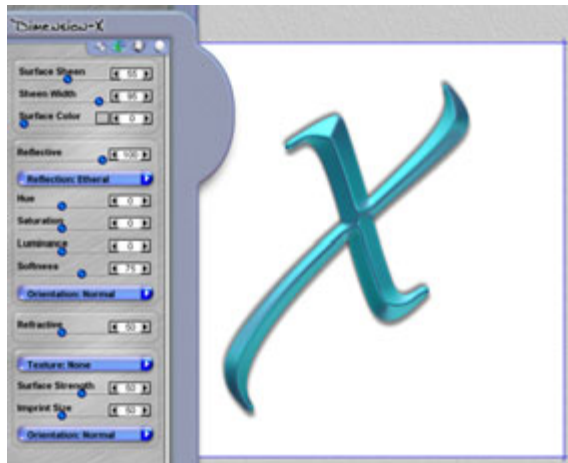
It should be pointed out that as the position of a Light Point is changed the sheen is also changed to correspond to the angle of the adjusted light source. If you adjust a Light Point and you notice that the reflection on the bevel becomes too strong or too weak you should adjust the sheen Surface Sheen and Sheen Width controls.



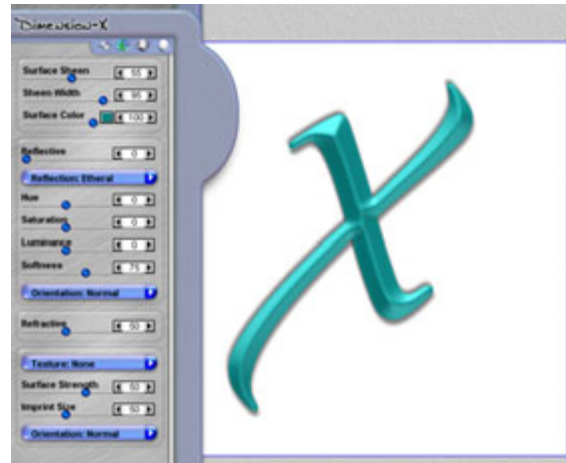
In the example above the Surface Sheen and Surface Width are set at 100. Notice how the overall effect lightens as the sheen is spread out and intensified.



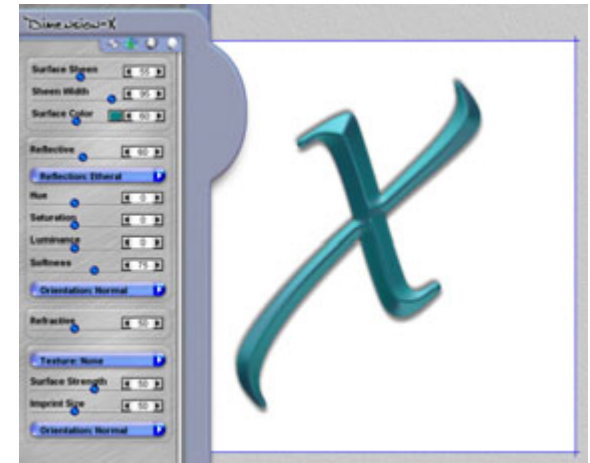
In the example above the Surface Sheen is set to 80 and the Sheen Width is set to a narrower amount of 60. As the Sheen amount is higher than the width amount the sheen is brighter and more intense in the areas where the light strikes the surface.



In the example above the Reflective (opacity of the Reflection map) is set to 100% opaque and the Surface Color (color under the effect) is set to 0%.



In the example above the Reflective (opacity of the Reflection map) is set to 0% opaque (100% transparent) and the Surface Color (color under the effect) is set to 100%. This makes the selected color (in this case green) show through the bevel shading.



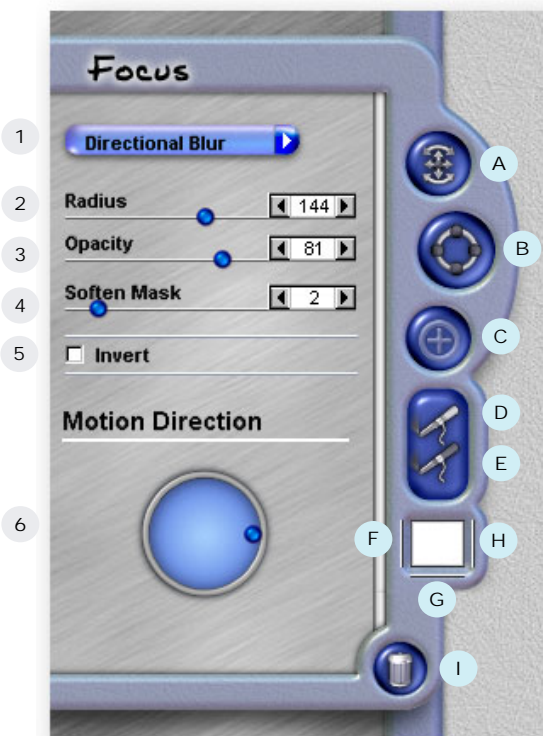
In the example above the Reflective (opacity of the Reflection map) is set to 60% opaque and the Surface Color (color under the effect) is set to 60%. Together they mix their values (reflection map + color) and add up to 120%. This causes the effect to darken by 20%.



Focus

Focal Effects for Digital Images

Focus allows you to apply soft focus, procedural focus, in motion focus and fading depth focal effects to your images.



A Transform Focus Ellipse

Using the Transform Focus Ellipse tool you are able to move the Focus Ellipse by clicking over the center and dragging it.

- To rotate the direction of the focus place the cursor just outside the Ellipse and you will be given rotational control.
- To make the Focus Ellipse angle at a perspective adjust the outer path inward to shape the Focus into an oval.
- Adjust the inner Ellipse path to expand or contract the area that is in focus.

B Create Focus Ellipse

Use the Create Focus Ellipse tool to create new Focus Ellipses. Click onscreen and a new Ellipse is generated under the cursor. By generating multiple Ellipses you can have multiple focal areas on your image.

C Focal Center Point

When the Focus Type is set to either Zoom or Radial the Focal Center tool allows you click onscreen to set the center point where the zoom or radial draws within the Ellipse. When you click onscreen with this tool a Focal Center Point is generated. The zoom and radial effects center on this point. You can click anywhere else on the screen to move the point or you can drag the point to a new location. This tool is only available when the Focus type is Zoom or Radial.



D Remove Out of Focus Areas Brush

The Remove Out of Focus Areas brush allows you to selectively remove areas that are out of focus and bring them into Focus. Use the Brush Opacity and Feather controls to set how strong the adjustment is and how smoothly it blends into the image.

E Add Out of Focus Areas Brush

The Add Out of Focus Areas brush allows you to selectively add areas that are out of focus. Use the Brush Opacity and Feather controls to set how strong the adjustment is and how smoothly it blends into the image.

F Brush Opacity

Click on this vertical slider area to access the brush opacity control. As you adjust the feather control you will be shown a brush attributes window. The brush attributes window displays the actual size, opacity and feather attributes of the brush as they will be applied when you brush.

G Brush Size

Click on this small horizontal slider to access the brush size control. As you adjust the size control you will be shown a brush attributes window. The brush attributes window displays the actual size, opacity and feather attributes of the brush as they will be applied when you brush.

H Brush Feather

Click on this small vertical slider to access the brush feather control. As you adjust the feather control you will be shown a brush attributes window. The brush attributes window displays the actual size, opacity and feather attributes of the brush as they will be applied when you brush.

I Delete Tool

The Delete Tool is used to delete effects, paths and ellipses. Select this tool and then click over the item you want to delete. When this tool is active you are shown all effect ellipses and paths from all tools you have used.

1 Focus Type

Use the Focus Type menu to choose from the different types of Focus effects. The currently selected Focus Ellipse will be changed to the type you select from this menu.

2 Radius Strength

The Radius Strength slider controls the strength of the Focus effect. Higher settings on this slider result in a stronger out of focus appearance across the Ellipse.

3 Opacity

Adjusting the opacity of the Focus lessens the effect overall.

4 Soften Mask

The Soften Mask slider allows the focus effect to blend from the background into the masked foreground image around the edges.

5 Invert

When the Invert checkbox is on the focus effect is reversed inside the Ellipse going from out of focus in the center to in focus at the outside of the Ellipse.

6 Motion Direction

When the Focus Type is Directional Blur the Motion Direction control defines in the direction of the blur.

Focus Guide

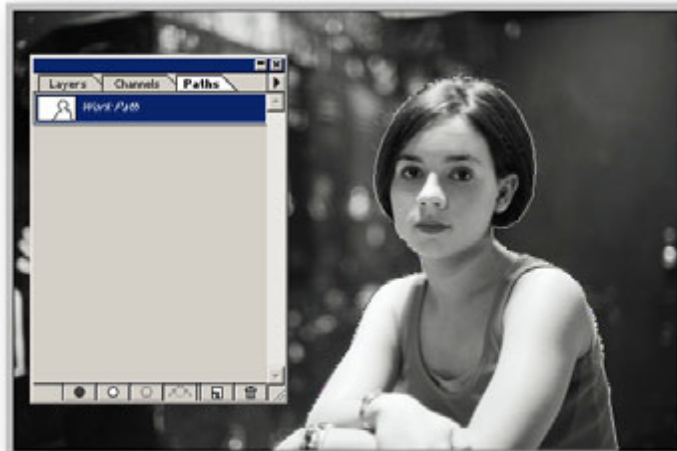
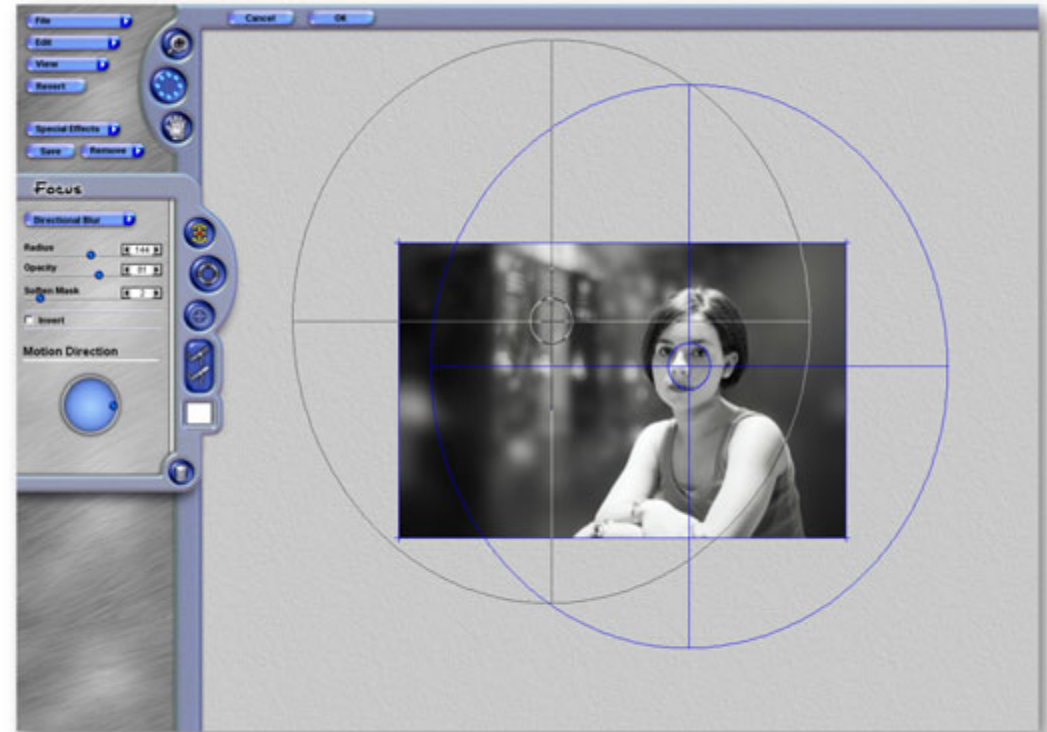
How to Use Focus Effectively

Mastering Focus is easy to do. You will find that this is an indispensable tool to use in drawing a viewer of your image into the subject matter. Often times designers are required to work with images that have already been taken and are not properly focused on the desired subject matter. Using Focus you will discover new ways to set the directional view and tone for an image.

Focus Masks

It is possible to make selections on your image that define an area to protect during the focus process. In the case of the examples on this page we used Photoshop's path tool to create a work path around the girl. We turned this path into a selection and then applied the Focus filter to the background. Focus will automatically apply to the area behind a selection.

Using the Soften Mask slider you are able to soften the selection mask so the focus will gradually blend into the selected areas of the image.



In the Focus example above the designer created two focal ellipse circles behind the masked image (see screenshot) and set the effect where some of the background remained in focus adjacent to the face of the young girl.

Invert the Focus

When the Invert checkbox is off the focus goes from the outside of the ellipse and fades inward towards the center. The outer areas are more strongly out of focus and the inner area near the center ring of the ellipse remains in focus. If you turn on the Invert checkbox the focus goes in the opposite direction with the out of focus area being strongest in the middle of the ellipse and fading into focus as it goes outward.



Focus with Invert checkbox off. Notice how the focus goes from the outside in as it applies to the background.



Focus with Invert checkbox off. Notice how the focus goes from the outside in as it applies to the background.

Invert the Focus

When the Invert checkbox is off the focus goes from the outside of the ellipse and fades inward towards the center. The outer areas are more strongly out of focus and the inner area near the center ring of the ellipse remains in focus. If you turn on the Invert checkbox the focus goes in the opposite direction with the out of focus area being strongest in the middle of the ellipse and fading into focus as it goes outward.



Soft Focus



Directional Focus



Rotational Focus



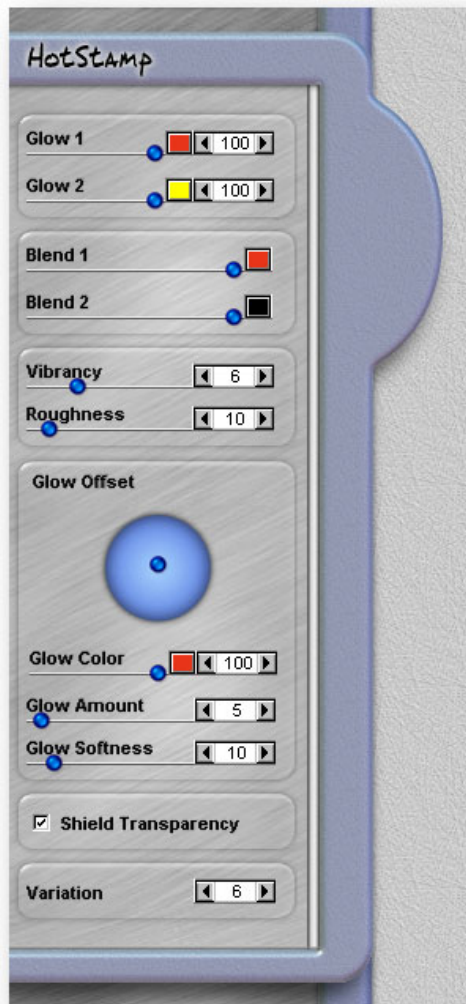
Zoom Focus



Hot Stamp

Add Creative Glows and Blends to Graphics

Hot Stamp allows you to add and blend glowing colors and gradients inside and around your type and graphics.



1 Glow 1

The Glow 1 Opacity and Color control adjusts the first color you see outside the selection. Of the two colors surrounding the selection, it is the one on the inside. This control will allow you to change the color, opacity and amount of the glow distance that is created by this color.

2 Glow 2

The Glow 2 Opacity and Color control adjusts the second color you see outside the selection. Of the two colors surrounding the selection, it is the one on the outside. This control will allow you to change the color, opacity and amount of the glow distance that is created by this color.

3 Blend 1

Defines the color and the opacity of the blend color that appears at the top of the image.

4 Blend 2

Defines the color and the opacity of the blend color that appears at the bottom of the image.

5 Vibrancy

Use the Vibrancy slider to increase the distance and intensity of the glow that is generated by both the inner and the outer colors around the HotStamp selection.

6 Roughness

Use the Roughness slider to roughen the edges of the selection.

7 Glow Direction

Adjust the Glow Direction point on this sphere to define the offset direction of the glow. This control works in conjunction with the Glow Strength slider to determine how far out and in what direction the glow occurs.



8 Glow Color and Opacity

The Glow Color and Opacity control defines the color and opacity of the glow. Reducing the slider will reduce the opacity of the glow making it more transparent. Clicking on the color button will activate the color picker so you may change the glow color.

9 Glow Amount

The Glow Amount slider adjusts the amount of glow you see around the effect. The higher the slider setting the farther the glow extends from the effect.

10 Glow Softness

The Glow Softness slider adjusts how soft the glow effect is. The softer the effect the more spread out, smooth and feathered it becomes.

11 Shield Transparency

When the Shield Transparency option is checked the effect will only apply to the pixels on the layer and will not affect the transparent areas. Checking this option will change how DreamSuite applies the effect around a selection or on artwork on a layer.

12 Variations

The Optional Variations control will change combinations of some of the effect settings you have applied so as to provide different variations in subtle degrees. At times no changes will be apparent as certain controls may be set to off or lower settings making visible changes negligible.

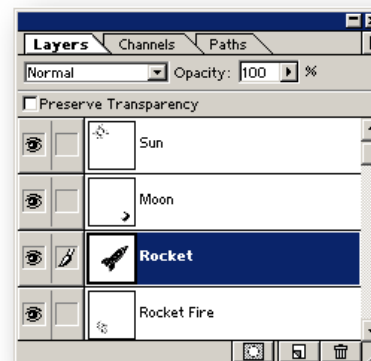
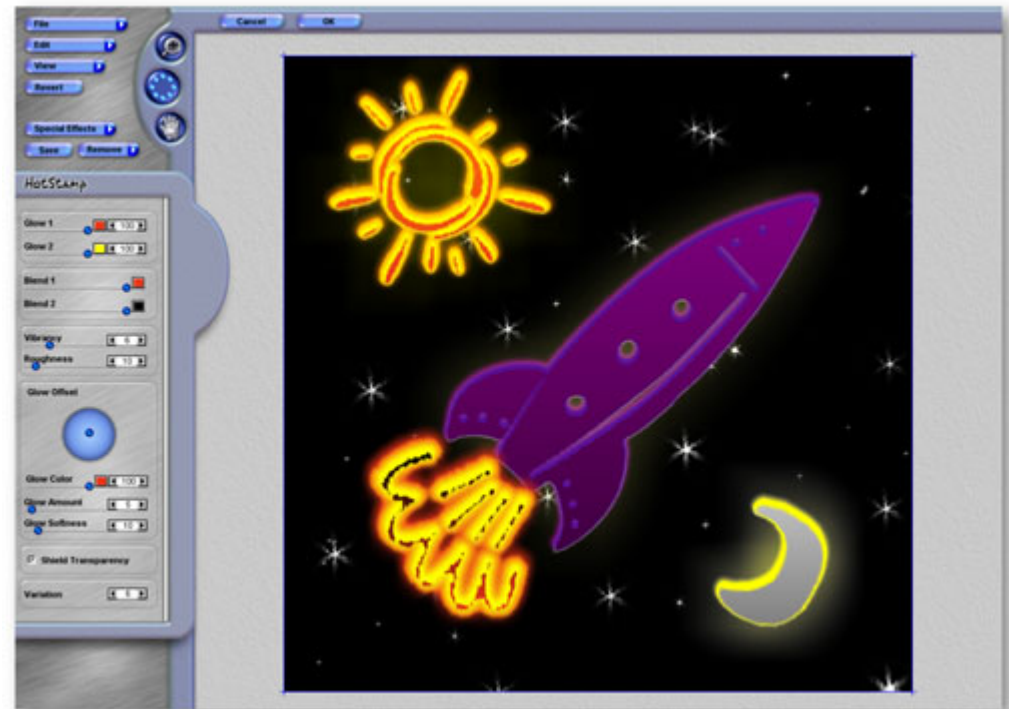
Hot Stamp Guide

How to Setup and Use Hot Stamp

Setting up your files to use in Hot Stamp is relatively easy. You will want to set your type or place your graphic on a layer in Photoshop or have it selected. Hot Stamp needs a shape around which to apply the effect.

Breakup Seperate Elements

You can break up elements in your artwork and apply a different Hot Stamp effect to each element as we did in the rocket example to the right. Below you can see the original artwork before applying Hot Stamp.

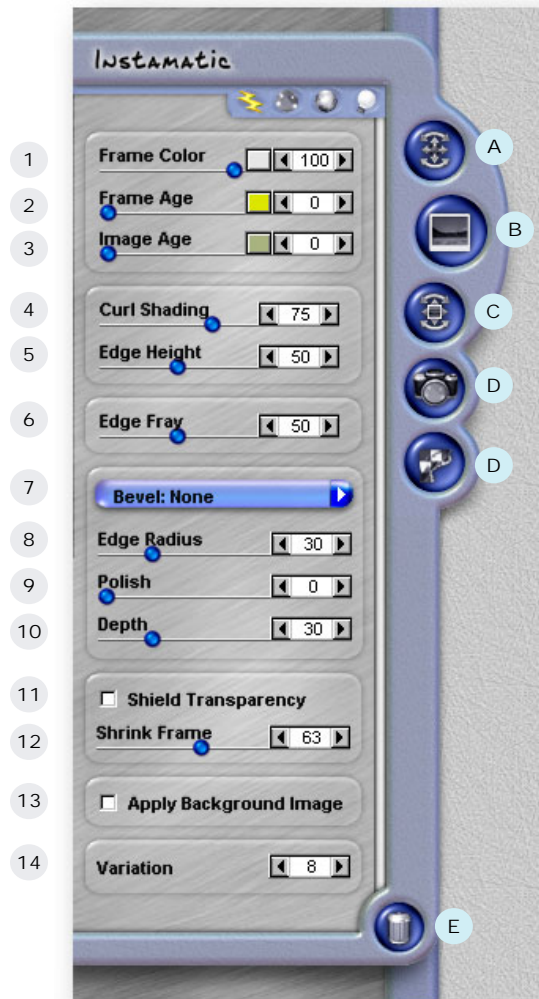




Instamatic

Photo Realistic 35mm Frame Effects

35mm Frame allows you to create photo realistic plastic, metal or semi-translucent glass frames around your images.



A Transform Effect

The Transform Effect tool allows you to Select, Move, Scale, Stretch and Rotate effects.

- To Move an effect click to select it and then place the cursor on the inside of transformation box surrounding the effect and the cursor will display a four sided arrow. Once this cursor is displayed click and drag to move the effect to a new location.
- To Scale place the cursor on one of the corners of the transformation box and it will change to an angled double sided arrow - click and drag to scale (hold the shift key down to constrain the scale to proportional dimensions).
- To Rotate place the cursor outside of any of the box corner handles and the cursor will display a curved arrow - click and drag the box to the desired angle and release the mouse.
- To Stretch an effect move the cursor over the box sides and a double sided arrow will appear. Click and drag to stretch the effect in the desired direction and proportion.

B Clone Effect

The Clone Effect tool is used to create new effects that are based on the currently selected effect or if no effect is selected, from the default effect settings. Click onscreen with this tool and a copy of the currently selected effect will be cloned.

A Transform Effect

The Transform Effect tool allows you to Select, Move, Scale, Stretch and Rotate effects.

- To Move an effect click to select it and then place the cursor on the inside of transformation box surrounding the effect and the cursor will display a four sided arrow - once this cursor is displayed click and drag to move the effect to a new location.



- To Scale place the cursor on one of the corners of the transformation box and it will change to an angled double sided arrow - click and drag to scale (hold the shift key down to constrain the scale to proportional dimensions).

- To Rotate place the cursor outside of any of the box corner handles and the cursor will display a curved arrow - click and drag the box to the desired angle and release the mouse. effect in the desired direction and proportion. a copy of the currently selected effect will be cloned.

C Transform Photo

The Transform Photo tool allows you to Select, Move, Scale, Stretch and Rotate photos that are part of an effect.

- To Move a photo and reposition it inside the effect use this tool by moving the cursor to the inside of transformation box surrounding the photo and the cursor will display a four sided arrow - once this cursor is displayed click and drag to move the photo.
- To Scale the photo place the cursor on one of the corners of the transformation box and it will change to an angled double sided arrow - click and drag to scale (hold the shift key down to constrain the scale to proportional dimensions).
- To Rotate place the cursor outside of any of the box corner handles and the cursor will display a curved arrow - click and drag the box to the desired angle and release the mouse.

- To Stretch the photo move the cursor over the box sides and a double sided arrow will appear. Click and drag to stretch the photo in the desired direction and proportion.

D Load Photo

The Load Photo tool is used to replace an image that is inside of an effect. When new effects are created they automatically create a copy of the original image into the effect. In most cases you will want to load in another image instead. With this tool selected click over the photo area inside the effect and you will be shown a small onscreen menu that allows you to load a new image, turn the image area transparent or reload the original image.

E Edge Fray

The Edge Fray tool bends the outer edges of the image upwards to simulate the edges being bent or frayed. To use the Edge Fray tool start drawing slightly outside the image area and come into the image a small amount. Move the cursor in parallel with the image edge and then move it back outside of the image area and release the mouse button. A fray should appear along the area the tool was drawn. Use the Edge Fray slider to control the strength setting of the next drawn fray. Hold down the following modifier key and trace around a fray area to remove it: Mac: Option Key / Win: Alt Key. Adjustments to the lighting controls will affect the way you see the fray.

F Delete Tool

The Delete Tool is used to delete effects, paths and ellipses. Select this tool and then click over the item you want to delete. When this tool is active you are shown all effect ellipses and paths from all tools you have used.

1 Frame Color

The Frame Color slider and color picker are used to define the color and how strongly this is applied to the frame. The underlying color of the frame is always white. As you move the Frame Color slider to the left the color becomes transparent and blends into the white to form a soft tint.

2 Frame Age

The Frame Age slider applies an aged tint on the frame to simulate what an older frame may look like.

3 Image Age

The Image Age slider applies an aged tint on the image to simulate the photo having aged and yellowed.

4 Curl Shading

The Curl Shading slider combines intelligent shading and depth shadowing to provide the illusion of depth.

5 Edge Height

The Edge Height slider defines the height of the border lip along the area where the image meets the border. This is a subtle visual effect.

6 Edge Fray

The Edge Fray slider works in conjunction with the Edge Fray Tool. The next Edge Fray you create using the Edge Fray Tool will use the settings from this slider. If you have the Global Slider Changes checkbox on, this slider will globally adjust all the Fray areas you have created on the currently selected effect.

7 Bevel Type Menu

The Bevel Type menu defines the style of the bevel edging and depth curvature that is applied to the effect.

8 Edge Radius

The Edge Radius slider adjusts the angle and sharpness of the bevel edge. Use this control with Polish Curvature and Bevel Depth sliders to refine the look of the depth effect.

9 Polish Curvature

The Polish Curvature slider rounds and smoothes the angles of the bevel making them softer with gentle curves versus sharp angles. Use this control with the Edge Radius and Bevel Depth sliders to refine the look of the depth effect.

10 Depth

The bevel Depth slider changes the height of the bevel. Stronger settings make the bevel appear to have more height and depth. Use this control with the Edge Radius and Polish Curvature sliders to refine the look of the depth effect.

11 Shield Transparency

When this option is checked the effect will only apply to the pixels on the layer and will not affect the transparent areas. Checking this option will change how DreamSuite applies the effect around a selection or on artwork on a layer.

12 Apply Background Image

Adjust this slider to shrink or enlarge the effect in a concentric manner.

13 Apply Background Image

When the Apply Background Image checkbox is on the background image behind the selection will show up in the preview and will also apply as part of the effect.

14 Variation

Variation controls the random generation of settings used to create each effect's distinctive patterns. Changing the Variation value for the effect will provide a unique look each time the setting is changed. In Instamatic the Variation setting is used to generate unique patterns for Edge Fray, Surface Dirt, Curl Shading, the procedural Textures such as Dimpled and Striated, and the Procedural Bevels such as Hammered.

Instamatic Guide

How to Setup and Use Instamatic

Before you use Instamatic you need to setup your Photoshop document to allow for the frame space needed surrounding your image. If you do not allow for extra space around your image, Instamatic will shrink your image so the effect will fit within the allowed space. In most cases, this is not desired so lets walk through how to setup for this effect.

Step One - Setting Up Layers

We like to work with our images on layers as this gives us the most amount of flexibility for modifying the image later on or for putting the image on top of other image. You can use Instamatic on a background layer (backgrounds contain no transparency) or on a layer. In this example we will setup the effect on a layer.

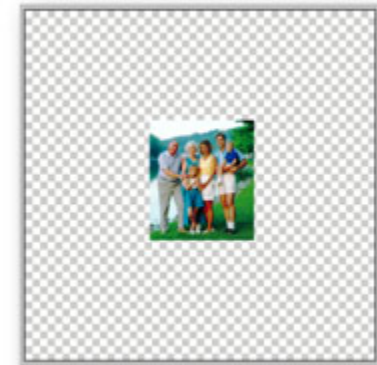
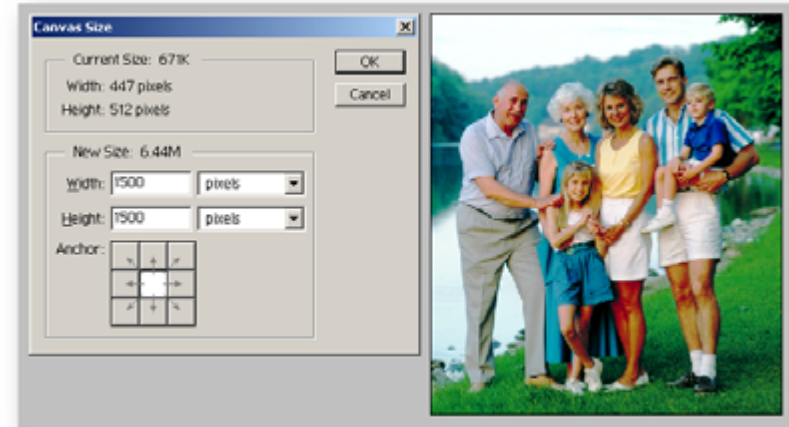
To make an image have transparency you must convert the *Background* layer into a regular layer. To do this, find the *Background* layer on the layers palette and double click over it. The Make Layer dialog window will appear. You can click OK and use the default Layer 0 name or you can give the layer a name of your own. After you have changed the layer name, it will now contain transparency.



Now that our image is on a transparent layer we need to allow additional space around the image to create our effect.

Increase the Canvas Size Around The Image

For this example we will be creating a spread of frames in a horizontal direction. Our design calls for a set of five images to be grouped together. We need to allow for room for the other images and frames in our collage. The extra room will allow us to position the added frames once we get inside DreamSuite. Use the Canvas Size command to add lots of space around the image.

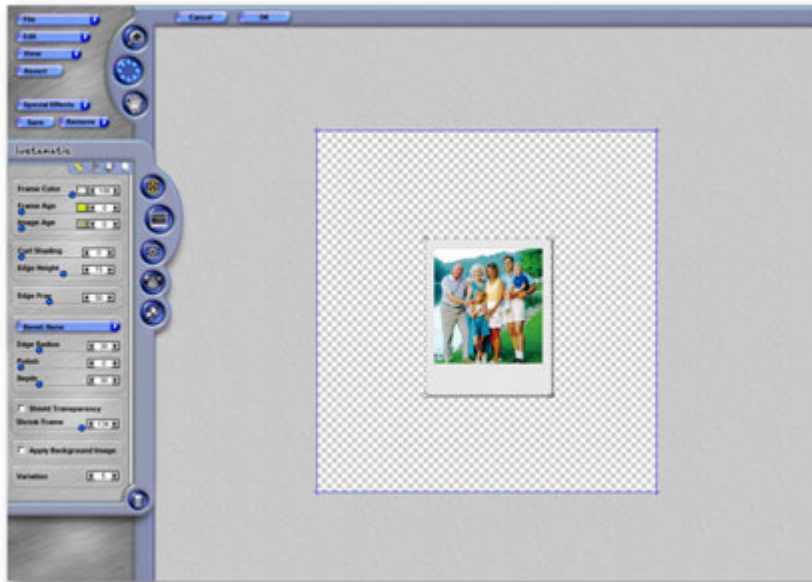


Now that we have added the extra room around the effect we will go into DreamSuite and apply the 35mm effect. The effect will automatically select the image from the layer so you do not have to select the image before going into DreamSuite.

We recommend that you save your file before going into DreamSuite. As your document contains transparency, you will be required to save the file in the Photoshop .psd format.

Applying the Instamatic Effect in DreamSuite

When you first go into DreamSuite you will need to select the Instamatic option from the Special Effects menu. When the effect comes up the default frame will be placed around the image and the transform tool will be activated so you can go right into moving, resizing or rotating the frame as desired.



Adjust the Frame Before Cloning It

We recommend that if you plan on having similar frames in your spread that you adjust the main frame to get the look right before cloning it. All clones will have the attributes of the parent effect. You can adjust the clones after they are generated.



With the Instamatic selected make the Clone tool active and click onscreen where you want the clone of the selected frame to appear.



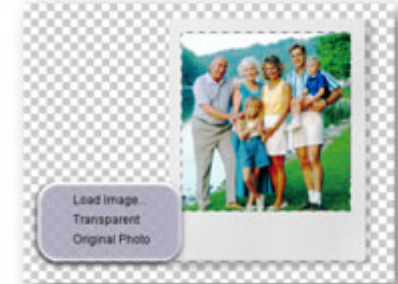
Bring to Front Command

After cloning our frames we see that they are now ontop of the main frame. We want to move the main frame to the top of the other frames. Using the Transform Tool we click on the main frame to select it and then go to the Edit > Bring to Front command.



Transforming the Frames

To add some interest to the spread of images we used the transform tool to rotate them at angles and to offset them slightly from each other.



Load Photos

Use the Load Photo tool to load your images into the cloned frames.





Liquid Metal

Fill Artwork With Liquid Metals

Liquid Metal lets you flow metal and other surfaces into your type and graphics and then brush and splatter the metal surfaces.

Liquid Metal

A Splatter Brush

Draw with the Splatter brush to create splats of metal along the path. Random splatter shapes will be generated as you draw. Use the brush size, feather and opacity controls to adjust the splats. Remove splats with the Remove Metal Brush.

B Add Metal Brush

The Add Metal Brush will draw metal from its nozzle using the current slider and menu settings.

B Remove Metal Brush

The Remove Metal Brush will remove the currently targeted metal that it is brushed over.

D Brush Opacity

Click on this vertical slider area to access the brush opacity control. As you adjust the feather control you will be shown a brush attributes window. The brush attributes window displays the actual size, opacity and feather attributes of the brush as they will be applied when you brush.

E Brush Size

Click on this small horizontal slider to access the brush size control. As you adjust the size control you will be shown a brush attributes window. The brush attributes window displays the actual size, opacity and feather attributes of the brush as they will be applied when you brush.

F Brush Feather

Click on this small vertical slider to access the brush feather control. As you adjust the feather control you will be shown a brush attributes window. The brush attributes window displays the actual size, opacity and feather attributes of the brush as they will be applied when you brush.

Adjusting the Brush Opacity, Size and Feather are essential to getting good results with Liquid Metal.

1 Edge Radius

The Edge Radius slider adjusts the angle and sharpness of the bevel edge. Use this control with Polish Curvature and Bevel Depth sliders to refine the look of the depth effect.

2 Polish Curvature

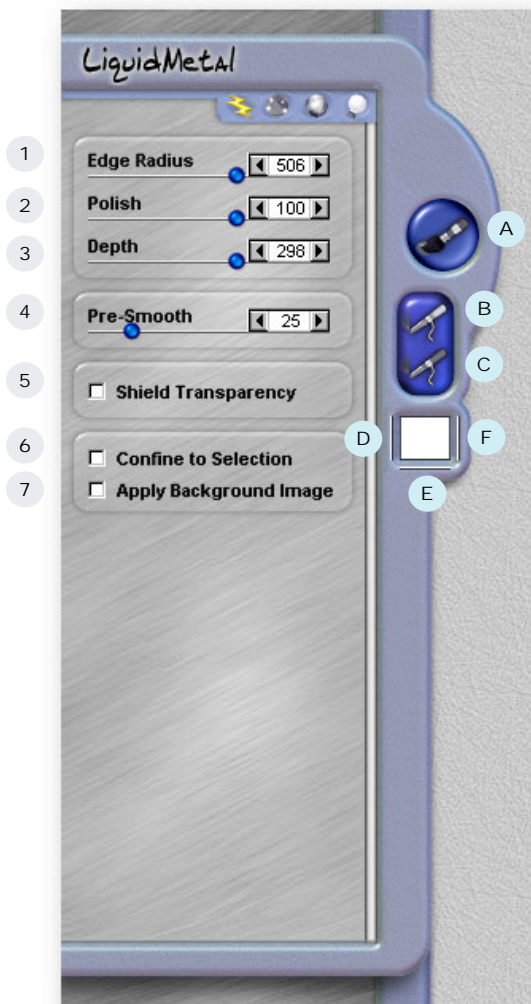
The Polish Curvature slider rounds and smoothes the angles of the bevel making them softer with gentle curves versus sharp angles. Use this control with the Edge Radius and Bevel Depth sliders to refine the look of the depth effect.

3 Depth

The Depth slider changes the height of the bevel. Stronger settings make the bevel appear to have more height and depth. Use this control with the Edge Radius and Polish Curvature sliders to refine the look of the depth effect.

4 Pre-Smooth

The Pre-Smooth Mask slider smoothes the edges of the selection mask. The quality of the selection mask you are using can impact the results you achieve from the effect.



5 Shield Transparency

When the Shield Transparency option is checked the effect will only apply to the pixels on the layer and will not affect the transparent areas. Checking this option will change how DreamSuite applies the effect around a selection or on artwork on a layer.

6 Confine to Selection

The Confine to Selection checkbox forces the effect to confine changes to the selection. To allow the effect to apply to the entire image area and not just the selection you must uncheck this box. This option is only available if your image has a selection.

7 Apply Background Image

When the Apply Background Image option is on the background image behind the selection will show up in the preview and will also apply as part of the effect.



Depth

By loading in artwork on a layer that has been blurred (with a gaussian blur in Photoshop in this example) the depth effect will transition into the soft areas.

Depth

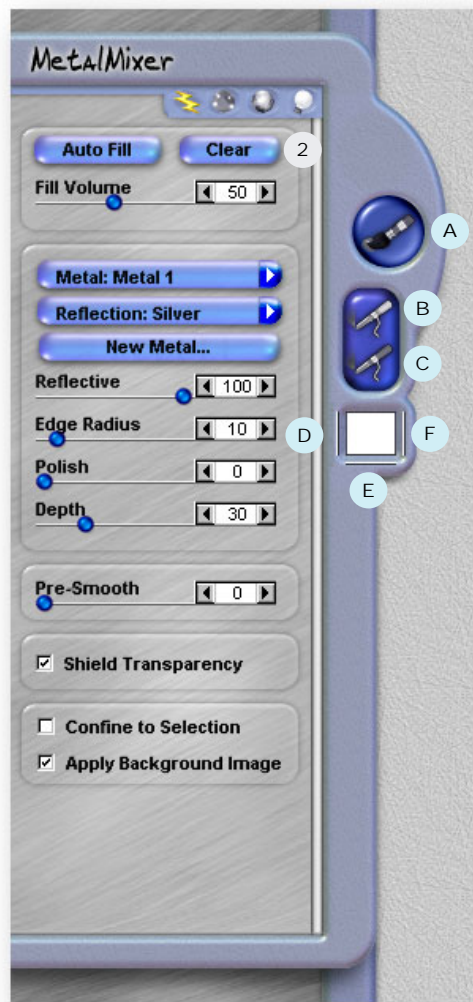
This is the result of using Liquid Metal on softened artwork. Notice how the depth blends into the soft areas.



Metal Mixer

Mix Metals Into Your Type and Graphics

Flow and mix metals into your favorite designs with Metal Mixer. Combine multiple surfaces and textures together as you paint.



A Splatter Brush

Draw with the Splatter brush to create splats of metal along the path. Random splatter shapes will be generated as you draw. Use the brush size, feather and opacity controls to adjust the splats. Remove splats with the Remove Metal Brush.

B Add Metal Brush

The Add Metal Brush will draw metal from its nozzle using the current slider and menu settings.

B Remove Metal Brush

The Remove Metal Brush will remove the currently targeted metal that it is brushed over.

D Brush Opacity

Click on this vertical slider area to access the brush opacity control. As you adjust the feather control you will be shown a brush attributes window. The brush attributes window displays the actual size, opacity and feather attributes of the brush as they will be applied when you brush.

E Brush Size

Click on this small horizontal slider to access the brush size control. As you adjust the size control you will be shown a brush attributes window. The brush attributes window displays the actual size, opacity and feather attributes of the brush as they will be applied when you brush.

F Brush Feather

Click on this small vertical slider to access the brush feather control. As you adjust the feather control you will be shown a brush attributes window. The brush attributes window displays the actual size, opacity and feather attributes of the brush as they will be applied when you brush.



Adjusting the Brush Opacity, Size and Feather are essential to getting good results with Metal Mixer.

1 Auto Fill

Metal Mixer will automatically mix together Metal 1 and Metal 2 when you press this button,

2 Clear

This button removes the Auto Mixed metals and lets you start again fresh.

3 Fill Volume

The Fill Volume slider controls how much of Metal 2 will be placed inside Metal 1 when you use the Auto Fill option.

4 Metal

The Metal menu allows you to select the current metal the controls work with. Use this menu to select the metal you desire to paint with. All changes you make to the Surface controls will adjust the currently selected metal attributes and will automatically update the effect.

5 Reflection

The Reflection Map menu allows you to select different image reflection maps that form the color and reflective qualities of the depth effect. You may load a custom map of your own design (try any textured image) by choosing "Custom Map" from the menu. Use the arrows at the top and bottom of the menu to scroll through the pre-installed maps.

6 New Metal

Metal Mixer allows you to have as many different surfaces as you want. Click this button to create a new metal that will appear under the Metal Menu.

7 Reflective

The Reflective slider adjusts the opacity and reflective qualities of the Reflection Map. Reduce the strength of this setting to create semi-transparent depth effects. Having the Apply Background Image Checkbox option turned on is advisable when using this slider as it shows the background image under the semi-transparent areas of the effect.

8 Edge Radius

The Edge Radius slider adjusts the angle and sharpness of the bevel edge. Use this control with Polish Curvature and Bevel Depth sliders to refine the look of the depth effect.

9 Polish Curvature

The Polish Curvature slider rounds and smoothes the angles of the bevel making them softer with gentle curves versus sharp angles. Use this control with the Edge Radius and Bevel Depth sliders to refine the look of the depth effect.

10 Depth

The Depth slider changes the height of the bevel. Stronger settings make the bevel appear to have more height and depth. Use this control with the Edge Radius and Polish Curvature sliders to refine the look of the depth effect.

11 Pre-Smooth

The Pre-Smooth Mask slider smoothes the edges of the selection mask. The quality of the selection mask you are using can impact the results you achieve from the effect.

12 Shield Transparency

When the Shield Transparency option is checked the effect will only apply to the pixels on the layer and will not affect the transparent areas. Checking this option will change how DreamSuite applies the effect around a selection or on artwork on a layer.

13 Confine to Selection

The Confine to Selection checkbox forces the effect to confine changes to the selection. To allow the effect to apply to the entire image area and not just the selection you must uncheck this box. This option is only available if your image has a selection.

14 Apply Background Image

When the Apply Background Image option is on the background image behind the selection will show up in the preview and will also apply as part of the effect.



A different surface texture was applied to each metal. The surface on the silver was set to a negative strength setting so that it was pressed into the metal.

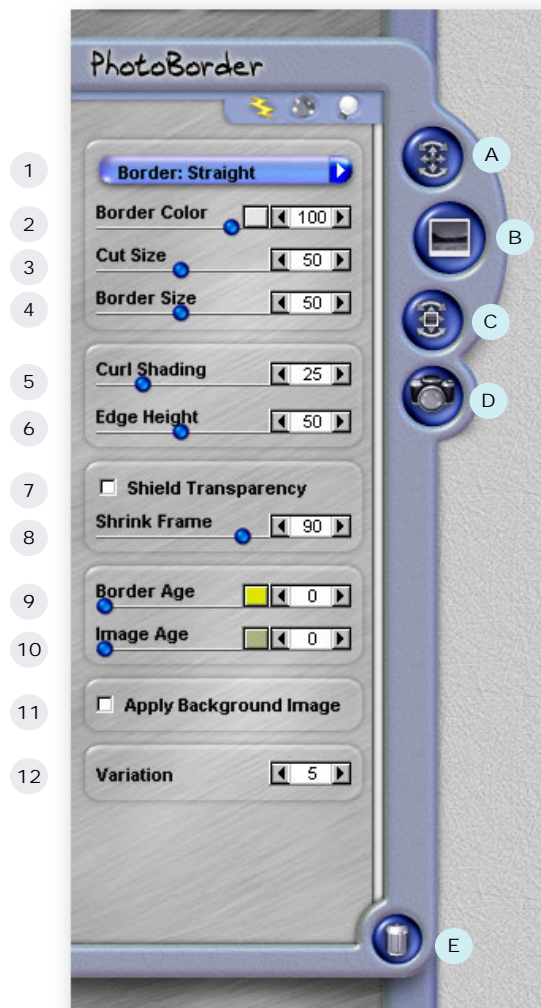
The surface on the gold was a positive strength setting and was raised from the metal.



Photo Border

Decorative Borders for Photos and Graphics

Photo Border lets you apply creative border designs around your images and graphics. You have complete control over the surface, lighting and shading in this elegant effect.



A Transform Effect

The Transform Effect tool allows you to Select, Move, Scale, Stretch and Rotate effects.

- To Move an effect click to select it and then place the cursor on the inside of transformation box surrounding the effect and the cursor will display a four sided arrow. Once this cursor is displayed click and drag to move the effect to a new location.
- To Scale place the cursor on one of the corners of the transformation box and it will change to an angled double sided arrow - click and drag to scale (hold the shift key down to constrain the scale to proportional dimensions).
- To Rotate place the cursor outside of any of the box corner handles and the cursor will display a curved arrow - click and drag the box to the desired angle and release the mouse.
- To Stretch an effect move the cursor over the box sides and a double sided arrow will appear. Click and drag to stretch the effect in the desired direction and proportion.

B Clone Effect

The Clone Effect tool is used to create new effects that are based on the currently selected effect or if no effect is selected, from the default effect settings. Click onscreen with this tool and a copy of the currently selected effect will be cloned.



Applying Curl Shading, Surface Dirt and Surface Textures add shading and interest to the border effect.

C Transform Photo

The Transform Photo tool allows you to Select, Move, Scale, Stretch and Rotate photos that are part of an effect.

- To Move a photo and reposition it inside the effect use this tool by moving the cursor to the inside of transformation box surrounding the photo and the cursor will display a four sided arrow - once this cursor is displayed click and drag to move the photo.
- To Scale the photo place the cursor on one of the corners of the transformation box and it will change to an angled double sided arrow - click and drag to scale (hold the shift key down to constrain the scale to proportional dimensions).
- To Rotate place the cursor outside of any of the box corner handles and the cursor will display a curved arrow - click and drag the box to the desired angle and release the mouse.
- To Stretch the photo move the cursor over the box sides and a double sided arrow will appear. Click and drag to stretch the photo in the desired direction and proportion.

D Load Photo

The Load Photo tool is used to replace an image that is inside of an effect. When new effects are created they automatically create a copy of the original image into the effect. In most cases you will want to load in another image instead. With this tool selected click over the photo area inside the effect and you will be shown a small onscreen menu that allows you to load a new image, turn the image area transparent or reload the original image.

E Delete Tool

The Delete Tool is used to delete effects, paths and ellipses. Select this tool and then click over the item you want to delete. When this tool is active you are shown all effect ellipses and paths from all tools you have used.

1 Border Style

The Border Style menu is used to define the border style that is applied to the effect.

2 Border Color

The Border Color control adjusts the color that is applied to the border. The underlying color of the border is always white. As you move the slider to the left the color becomes transparent and blends into the white to form a tint.

3 Cut Size

The Cut Size slider controls the size of the border pattern. Increasing the settings on this slider makes the pattern that is cut around the border larger. Reducing the slider makes the pattern smaller.

4 Border Size

The Border Size slider adjusts how much space there is from the edge of the image to the beginning of the Border Pattern. Increasing this slider makes the border wider.

5 Curl Shading

The Curl Shading slider combines intelligent shading and depth shadowing to provide the illusion of depth.

6 Edge Height

The Edge Height slider defines the height of the border lip along the area where the image meets the border. This is a subtle visual effect.

7 Shield Transparency

When this option is checked the effect will only apply to the pixels on the layer and will not affect the transparent areas. Checking this option will change how DreamSuite applies the effect around a selection or on artwork on a layer.

8 Shrink Frame

Adjust this slider to shrink or enlarge the effect in a concentric manner.

9 Border Age

The Border Age slider applies an aged tint to the border that simulates what occurs when a photo border ages. If you have adjusted the color of the border to something other than the default settings the Border Age control may not produce the desired age effect.

10 Image Age

The Image Age slider applies an aged tint on the image to simulate the photo having aged and yellowed.

11 Apply Background

When the Apply Background Image option is on, the background image behind the selection will show up in the preview and will also apply as part of the effect.

12 Variations

The Variations control will change combinations of some of the effect settings you have applied so as to provide different variations in subtle degrees. The visible result this control provides is dependent on what controls you are working with and what settings are currently engaged. At times no changes will be apparent as certain controls may be set to off or lower settings making visible changes negligible.

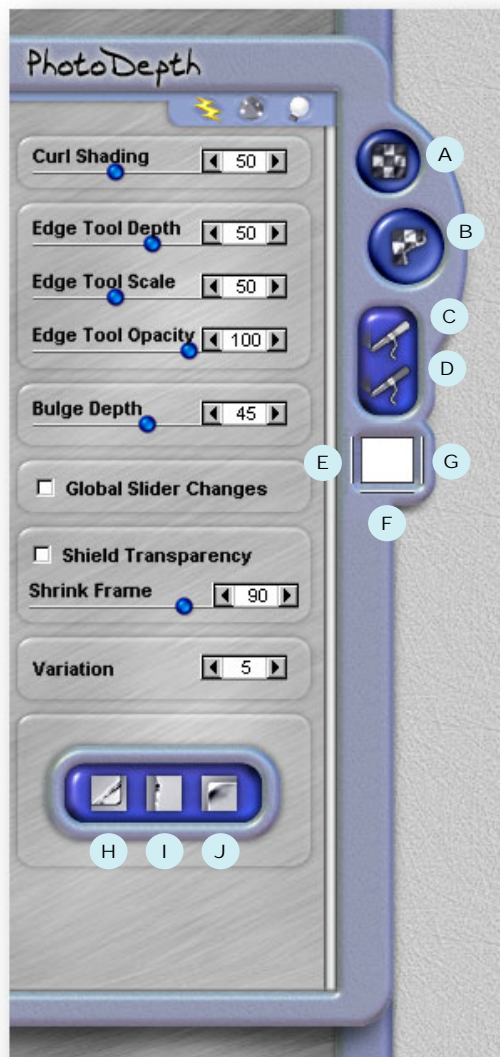




PhotoDepth

Adds Edge Frays, Crumples Crinkles, Nicks and Crushes to Images

PhotoDepth gives images extra dimension by adding visual touches such as frayed edges, crumpled surfaces and other depth imperfection effects.



A Crumple

Use the Crumple tool to add a crumpled look to the surface of your photo. Circle an area with the Crumple lasso to define the area you want to be crumpled. Use the Edge Tool Depth, Edge Tool Scale and the Edge Tool Opacity sliders to control the Crumple (make sure Global Slider Changes is checked on if you are adjusting the settings after you have drawn with the tool). Hold down the following modifier key and trace around a crumple area to remove it: Mac: Option Key / Win: Alt Key.

B Fray

The Fray tool is used to fray the edges of the image or border. To use this tool start drawing slightly outside the image or border and come into the image or border while running the cursor in parallel with the edge. After a short distance trace back outside again. Use the Edge Tool Depth, Edge Tool Scale and the Edge Tool Opacity sliders to control the Fray (make sure Global Slider Changes is checked on if you are adjusting the settings after you have drawn with the tool). Hold down the following modifier key and trace around the effect area to remove it: Mac: Option Key / Win: Alt Key. Adjustments to the lighting controls will affect the way you see the fray.

C Add Bulge Brush

The Add Bulge brush is used to lift up the image in a localized area. Use the Bulge Depth slider to control the amount of the Bulge.

D Remove Bulge Brush

The Remove Bulge brush is used to remove the Bulge brush effects you have drawn on your image. Brush over the affected area with the remove brush and the Bulge will melt away.



E Brush Opacity

Click on this vertical slider area to access the brush opacity control. As you adjust the feather control you will be shown a brush attributes window. The brush attributes window displays the actual size, opacity and feather attributes of the brush as they will be applied when you brush.

F Brush Size

Click on this small horizontal slider to access the brush size control. As you adjust the size control you will be shown a brush attributes window. The brush attributes window displays the actual size, opacity and feather attributes of the brush as they will be applied when you brush.

G Brush Feather

Click on this small vertical slider to access the brush feather control. As you adjust the feather control you will be shown a brush attributes window. The brush attributes window displays the actual size, opacity and feather attributes of the brush as they will be applied when you brush with this tool.

H Surface Crinkle

The Surface Crinkle tool works best when you draw a straight line across the photo. It produces a raised ridge as if the paper had been folded and reflattened. Use the Edge Tool Depth, Edge Tool Scale and the Edge Tool Opacity sliders to control the Nick (make sure Global Slider Changes is checked on if you are adjusting the settings after you have drawn with the tool). Hold down the following modifier key and trace around a fray area to remove it: Mac: Option Key / Win: Alt Key. Adjustments to the lighting controls will affect the way you see the Surface Crinkle.

I Edge Nick

The Edge Nick tool works best when drawn along the edge of an image and simulates the effect created when a photo-print or card stock is dented or worn by a hard object. To use this tool start drawing slightly outside the image or border and come into the image or border while running the cursor in parallel with the edge. After a short distance trace back outside again. Use the Edge Tool Depth, Edge Tool Scale and the Edge Tool Opacity sliders to control the Nick (make sure Global Slider Changes is checked on if you are adjusting the settings after you have drawn with the tool). Hold down the following modifier key and trace around a fray area to remove it: Mac: Option Key / Win: Alt Key. Adjustments to the lighting controls will affect the way you see the Edge Nick.

J Edge and Corner Crush

The Edge and Corner Crush tool works best when drawn along the edge of an image or on a corner. It simulates the effect created when a photo is bent in on the sides or corner. To use this tool start drawing slightly outside the image or border and come into the image or border while running the cursor in parallel with the edge. After a short distance trace back outside again. Use the Edge Tool Depth, Edge Tool Scale and the Edge Tool Opacity sliders to control the this tool (make sure Global Slider Changes is checked on if you are adjusting the settings after you have drawn with the tool). Hold down the following modifier key and trace around the effect area to remove it: Mac: Option Key / Win: Alt Key. Adjustments to the lighting controls will affect the way you see the Edge and Corner Crush.

1 Curl Shading

The Curl Shading slider combines intelligent shading and depth shadowing to provide the illusion of depth.

2 Edge Tool Depth

The Edge Tool Depth slider controls how deeply the Fray, Crumple, Edge Nick, Surface Crinkle and Edge and Corner Crush presses into the image.

3 Edge Tool Scale

Edge Tool Scale controls the scaling dimensions of the algorithms used to create the Fray, Crumple, Edge Nick, Surface Crinkle and Edge and Corner Crush effects.

4 Edge Tool Opacity

Edge Tool Opacity controls the intensity of the resulting changes to the image. A higher setting shows more change on the surface and edges where the effect is applied.

5 Bulge Depth

The Bulge Depth slider controls the depth the Add Bulge brush generates when drawn over an image.

6 Global Slider Changes

When the Global Slider Changes option is turned on the Edge Fray, Crumple Height and Crumple Size controls will change all pre-existing effects on a global basis. This means that if you have drawn lots of Edge Frays on the image and you want to tone them down some, you can check on this option and adjust all of them at the same time.

7 Shield Transparency

When this option is checked the effect will only apply to the pixels on the layer and will not affect the transparent areas. Checking this option will change how DreamSuite applies the effect around a selection or on artwork on a layer.

8 Shrink Frame

Adjust this slider to shrink or enlarge the effect in a concentric manner.

9 Variation

Variation controls the random generation of settings used to create each effect's distinctive patterns. Changing the Variation value for the effect will provide a unique look each time the setting is changed. In Photo Depth the Variation setting is used to generate unique patterns for Edge Fray, Crumple, Curl Shading, and the procedural Textures such as Dimpled and Striated.



PhotoTone

Mottled Tones and Subtle Glows for Images

PhotoTone applies creative mottled glows, blurs, color blends, inner and outer halo areas to images to form a romantic "subject focused" look.



1 Color Mix

The Color Mix control increases or decreases how much of the tone color is mixed in with the effect. In most cases a lower setting is preferred. Try setting different tone colors and opacity settings and then mixing them in with this control.

2 Halo Softness

The Halo Softness control spreads the halo out by softening it. Use this control to blend the halo gently into the background.

3 Halo Intensity

The Halo Intensity slider adjusts the dark halo that surrounds the selected area. Adjusting this slider will increase or decrease the amount that is applied around the selection.

4 Mottle Background

The Mottle Background slider generates a mottled pattern on the background behind the halo. In many images this will help to break up the evenness of the background behind the halo and the toned image.

5 Halo Color

The Halo Color and opacity control sets both the tone color and opacity that is applied across the entire effect. Try different colors and opacity settings. Also adjust the Color Mix slider to increase or decrease the amount of Tone and Opacity that is applied with the image and halo in this effect. Images with flesh tones generally work best with mid to dark red colors to form a warmer tone ... blue colors work well for applying a cooler tone.

6 Image Blend

The Image Blend slider blends the background image into the halo and edges of the toned image.

To change the layer order of the 35mm Frames use the Edit: Send to Back / Bring to Front commands.

7 Image Blur

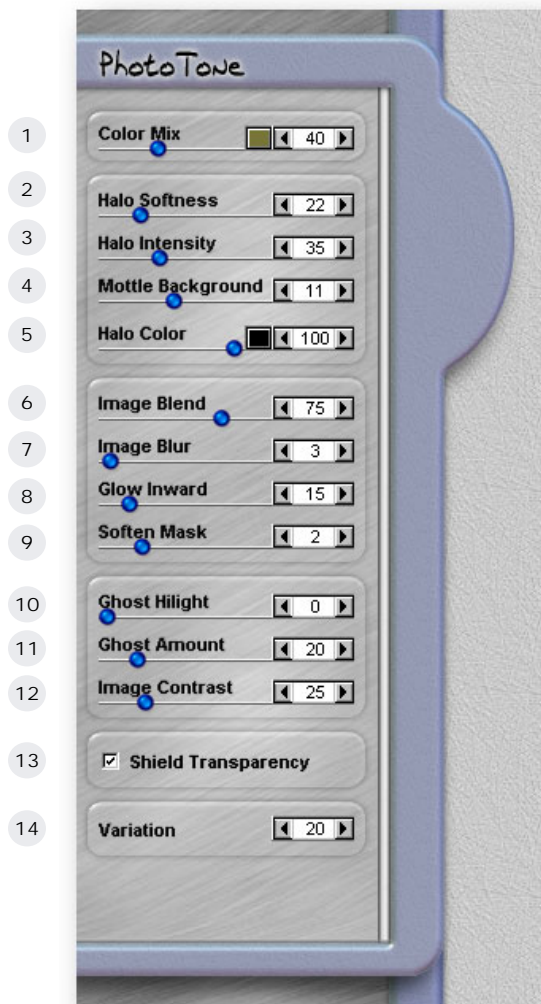
The Image Blur slider softens the background image detail by blurring it. This is useful for defocusing the background and drawing more attention to the selected foreground elements. This control is especially useful if the background is detracting from the main subject in the photo.

8 Glow Inward

The Glow Inward slider allows the halo to blend inward into the foreground image you have selected.

9 Soften Mask

The Soften Mask slider is used to soften the selection mask. Softening the selection mask blends the foreground and background boundaries. Aside from the visual enhancements this slider can create it is also useful for reducing visual artifacts that can be seen from an imperfect selection.



10 Ghost Highlight

The Ghost Highlight slider works with the Ghost Amount slider to create a soft focus, ghosted photo effect. Increasing the slider settings will bring out dramatic colors and detail found in images. Try different combinations of settings with the Ghost Amount, Image Contrast, Soften Mask and Glow Inward controls.

11 Ghost Amount

The Ghost Amount slider works with the Ghost Highlight slider to create a soft focus, ghosted photo effect. Increasing this setting creates a stronger ghosting effect on the image as if a slower exposure time were used when taking the photo.

12 Image Contrast

The Image Contrast slider will increase the dark and light contrast values of the image. In some photographs the increase of contrast combined with the PhotoTone effect produces a visually dramatic effect.

13 Shield Transparency

When this option is checked the effect will only apply to the pixels on the layer and will not affect the transparent areas. Checking this option will change how DreamSuite applies the effect around a selection or on artwork on a layer.

14 Variation

Variation controls the random generation of settings used to create each effect's distinctive patterns. Changing the Variation value for the effect will provide a unique look each time the setting is changed. In Photo Tone the Variation setting is used to generate unique patterns of light for the Mottle and Halo.

PhotoTone Guide

Making Selections and Defining Tones

The fastest way to make selections for PhotoTone is to use the Quick Mask function in Photoshop. Select a very soft large brush using the Airbrush tool. Click on the Quick Mask icon and then paint over the background. After you have painted over this area click off of Quick Mask to return to normal operations. You should see a selection mask surrounding subject of the photo. Next you will want to Inverse the selection so it surrounds the subject. Use the Select > Inverse command. The selection should now be around the subject.



Use Photoshop's Quick Mask mode to brush on soft selection masks for PhotoTone.





Putty

Digitally Reshape Images and Graphics

Putty allows you to reshape images as if they were made of putty. Bezier path and brush based controls give you exacting control over the process.



A Twirl Brush

The Twirl brush will rotate the image underneath it's cursor in either a clockwise or counterclockwise direction. Brush normally to twirl in a clockwise direction. Hold the Alt (Option key on the Mac) key down to reverse twirl into a counterclockwise direction.

The Brush Opacity control defines how much influence the brush has on the image. The more opaque the brush, the more influence it has. The more transparent the less result you will see when brushing with this tool. Increase the size of the brush to affect a larger area with this tool.

B Enlarge / Reduce Brush

The Enlarge / Reduce brush makes the image underneath it's cursor larger or smaller. Brush normally to enlarge the image under the brush. Hold the Alt (Option key on the Mac) key down to make the tool reduce.

The Brush Opacity control defines how much influence the brush has on the image. The more opaque the brush, the more influence it has. The more transparent the less result you will see when brushing with this tool. Increase the size of the brush to affect a larger area with this tool.

C Push / Pull Brush

The Push / Pull brush allows you to push or pull the image around underneath the cursor. Brush normally to pull the image in the direction you are dragging. Hold the Alt (Option key on the mac) key down to make the tool push.



The Brush Opacity control defines how much influence the brush has on the image. The more opaque the brush, the more influence it has. The more transparent the less result you will see when brushing with this tool. Increase the size of the brush to affect a larger area with this tool.

D Iron Brush

The Iron brush will remove any brushed on Putty effects you have applied with the Twirl / Enlarge / Reduce or Push / Pull brushes. As you brush the image reverts back to its former self.

The Brush Opacity control defines how much influence the brush has on the image. The more opaque the brush, the more influence it has. The more transparent the less result you will see when brushing with this tool. Increase the size of the brush to affect a larger area with this tool.

E Brush Opacity

The Brush Opacity controls how much influence the brush based Putty tools have on the image when you use them. Higher, more opaque settings provide more results and lower, semi-transparent settings reduce the results.

F Brush Size

Click on this small horizontal slider to access the brush size control. As you adjust the size control you will be shown a brush attributes window. The brush attributes window displays the actual size, opacity and feather attributes of the brush as they will be applied when you brush.

G Brush Feather

Click on this small vertical slider to access the brush feather control. As you adjust the feather control you will be shown a brush attributes window. The brush attributes window displays the actual size, opacity and feather attributes of the brush as they will be applied when you brush.

H Delete Tool

The Delete Tool is used to delete effects, paths and ellipses. Select this tool and then click over the item you want to delete. When this tool is active you are shown all effect ellipses and paths from all tools you have used.

I Putty Envelope

The Putty Envelope draws a rectangular path shape that allows you to adjust the image shape to match changes you make to the shape of the envelope. You may only have one envelope onscreen at a time.

On the Envelope path there are predefined points on the center of each side and on the corners. You may adjust these points to change the shape of the image underneath the envelope. Use the Add / Remove Point tool to add or remove points from the Envelope path. You may also use the Convert to corner Point tool on any Envelope points.

The Envelope path can transformed (rotated, stretched and moved) and the image under it is transformed based on the same adjustments made to the Envelope. To adjust the points on the Envelope path move the cursor over the point and it changes to allow you to click and select points and adjust the handles or drag to move the point.

J Freehand Path

The Putty Freehand Path tool allows you to draw a path by dragging the cursor along the area you want the path to be formed. When you lift the cursor the path is formed along the area you have traced. After the path has been drawn move the path and it will Putty the image beneath it in the shape of the path and in the direction and distance you have moved it. The Influence slider affects how strong the adjustments to the image are.

- To adjust points on the path move the cursor over the point and it will change to an Adjust Path cursor.
- To adjust a handle of a point move the cursor over the handle and it will change into the Adjust Path cursor so you can select and move the handle.
- To move the path place the cursor over the path and it changes to a Move Path cursor. Click and drag to move the path.

- If you move the cursor adjacent to the path it will change to a Transform Path tool that allows you to drag and transform the path length and rotation.

K Add / Remove Point

The Add / Remove Point tool adds points to a path or removes existing points from a path. Move the tool over a path and click to add a new point to the path. After the point is added select the main path tool to adjust this point as desired. To remove a point that is on a path move the tool over the point and click. The point will be deleted and the path will redraw itself.

L Convert to Corner Point

The Convert to Corner Point tool converts a point into a corner point. Click over a curved point and it becomes a corner point.

1 Influence

The Influence slider controls how much influence the Envelope and Freehand path tools have on the image they are transforming.





Ripple

Apply Ripples and Waves to Images

Ripple allows you to place surface waves and ripple distortions on your images. Ripples and waves interact with each other where they intersect.



A Transform Ripple Ellipse

Using the Transform Ripple Ellipse tool you are able to move the Ripple Ellipse by clicking over the center and dragging it. To rotate the direction of the ripple place the cursor just outside the Ellipse and you will be given rotational control. To make the ripple angle at a perspective adjust the outer path inward to shape the ripple into an oval. Adjust the inner path to define the compression distance from the center of the ripple making the ripples inside the circle tighter and more compact.

B Create Ripple

Use the Create Ripple tool to create new ripples. Click onscreen and a new Ripple Ellipse is generated under the cursor. Ripples interact with each other where they intersect. Try placing a portion of a Ripple Ellipse over another ripple and watch what happens.

C Delete

The Delete tool is used to delete effects, paths and ellipses. Select this tool and then click over the item you want to delete. When this tool is active you are shown all effect ellipses and paths from all tools you have used.

1 Ripple Type

Use the Ripple Type menu to select the type of Ripple you want to apply. Circular ripples resemble the effect you get if you drop a stone into water. Linear waves (need descriptive assistance). Random swell (need descriptive assistance).

2 Wavelength

The Wavelength slider controls how close together the waves are spaced. The lower the setting, the closer together the waves become.



Overlap ripple ellipses and they interact with each other where the waves touch.

3 Height

The Height slider controls the perceived height of the wave. Increasing the settings of this slider makes the ripples appear to be higher.

4 Compression

The Compression slider controls the age of the ripples as they travel from the center of the effect. As waves age they spread out more. Compression provides you with control over this aspect of the effect.

5 Wave Shape

Use the Wave Shape menu to control the shape of the ripple as it travels. Choices are Smooth Shape, Peaked Waves, Outward Waves and Inward Waves.

6 Phase

The Phase slider controls the position of the wave crests relative to the center of the ripple. Larger values move the crests further out from the center.

7 Movement

The Movement slider controls how much the background image is distorted by the ripple's uneven surface. Depending on how the Ripple is placed, the background image may either visually represent a scene reflected from the surface of the waves or refracted through them. By adjusting the Movement slider the user can control how clear or distorted this image becomes.

8 Disorder

The Disorder slider displaces each ripple crest randomly, giving the ripples an uneven, real-world appearance.

9 Shield Transparency

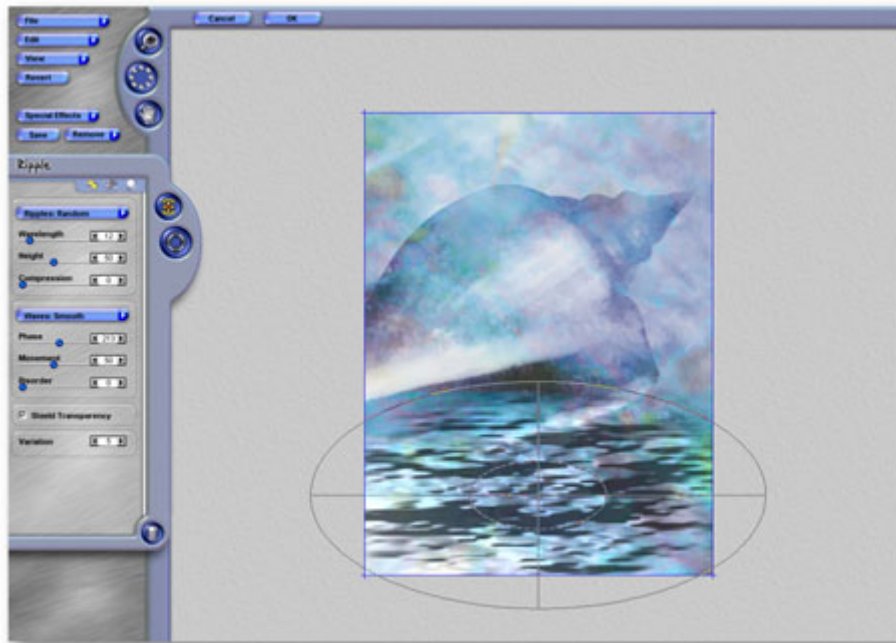
When the Shield Transparency option is checked the effect will only apply to the pixels on the layer and will not affect the transparent areas. Checking this option will change how DreamSuite applies the effect around a selection or on artwork on a layer.

10 Variation

Variation controls the random generation of settings used to create each effect's distinctive patterns. Changing the Variation value for the effect will provide a unique look each time the setting is changed. In Ripple the Variation setting is used to generate unique patterns for Disorder and The Random Swell ripple type.



The example above shows the Ripple Type: Random applied to the image of the shell.



Tape

Photo Realistic Tape Effects

Tape allows you to draw four different types of tape over your images or graphics. Masking tape, transparent tape, sports tape and duct tape.



A Transform Effect

The Transform Effect tool allows you to Select, Move, Scale, Stretch and Rotate effects.

- To Move an effect click to select it and then place the cursor on the inside of transformation box surrounding the effect and the cursor will display a four sided arrow - once this cursor is displayed click and drag to move the effect to a new location.
- To Scale place the cursor on one of the corners of the transformation box and it will change to an angled double sided arrow - click and drag to scale (hold the shift key down to constrain the scale to proportional dimensions).
- To Rotate place the cursor outside of any of the box corner handles and the cursor will display a curved arrow - click and drag the box to the desired angle and release the mouse.
- To Stretch an effect move the cursor over the box sides and a double sided arrow will appear. Click and drag to stretch the effect in the desired direction and proportion.

B Clone Tape

Use the Clone Tape tool to clone the currently selected tape effect. Use the Clone Tape tool to add more strips of tape to your image.

C Fray Tape Edge

The Fray Tape Edge tool is used to fray the edges of the tape upwards to simulate the tape curling up along the sides. To use this tool start drawing slightly outside the tape and come into the tape while running the cursor in parallel with the tape edge. After a short distance trace back out again. Use the Fray slider to control the strength setting of the frays that you have drawn.



To change the layer order of the tape strips use the Edit: Send to Back / Bring to Front commands.

Hold down the following modifier key and trace around a fray area to remove it: Mac: Option Key / Win: Alt Key. Adjustments to the lighting controls will affect the way you see the fray.

D Fray Tape Edge

Use the Tear Tape tool to tear holes in the tape and to rip the ends of the tape to simulate hand tearing of the tape. Use the Crumple Tears slider to adjust the crumples that are applied along the edges of the tear generated by this tool. To remove or modify a tear that you have created hold down on the following modifier key and trace around it: Mac: Option Key / Win: Alt Key. Use the Crumple Tears slider to modify the amount of crumple that occurs around the edge of the tear.

E Delete

The Delete tool is used to delete effects, paths and ellipses. Select this tool and then click over the item you want to delete. When this tool is active you are shown all effect ellipses and paths from all tools you have used.

1 Tape Type

Use the Tape Type menu to select the type of tape you want. The currently selected tape will be changed into the tape type that you select from this menu. Tape tears and frays you have added to the effect will remain on the effect even if you change the type of tape under this menu. Tape types include Masking Tape, Transparent Tape, Sports Tape and Duct Tape.

2 Tape Color

Use the Tape Color slider to adjust the color and opacity of the tape. Click on the color box change the color of the tape. Reduce the slider values to make the tape semi-transparent.

3 Tape Age

The Tape Age slider adds a yellow aged look to the currently selected tape effect. If you have changed the default color of the tape using the Tape Color control, Tape Age may not yield the desired aged look.

4 Curl

Use the Curl slider to give the ends of the tape a shaded curling effect. This control is best used at lower settings.

5 Distortion

The Distortion slider adjusts Tape strips that have a curl, wrinkle or fray setting so that it is raised from the normally flat surface. Essentially, the tapes length is being pulled in to provide the bends in height based on the curl, wrinkle and fray settings currently in use on the tape strip.

6 Perspective

The Perspective slider bends the strip of tape to provide added dimension.

7 Crumple Tears

The Crumple Tears slider determines how many crumple folds are placed along the edge of the tape when you use the Tear Tape tool. You must have created a tear on the currently selected tape prior to using this control or you will see no result.

8 Serration Size

The Serration Size slider reduces or enlarges the size of the serrated cuts along the ends of the tape effect you currently have selected. If you have removed the serrated ends of the tape by using the tear tool, this control will not function.

9 Wrinkles

Use the Wrinkles slider to make your tape surface wrinkled and wavy. This feature is best used at lower settings for optimal results. Use this slider in conjunction with the Wrinkle Size control.

10 Wrinkle Size

The Wrinkle Size slider adjusts how large the wrinkles that are applied to the image are. Use this slider in conjunction with the Wrinkles control.

11 Fray

The Fray slider works in conjunction with the Fray Tape Edge tool. Higher settings create a stronger perception of depth for the fray. This slider will adjust all frays on the currently selected tape effect.

12 Overlap Opacity

When a strip of tape is placed over another strip of tape or along the edge or corner of an image it shows lines where it overlaps the edges of what is under it. The Overlap Opacity control defines how strongly this overlap is shown.

13 Overlap Softness

The Overlap Softness slider makes any overlapping lines shown on the tape softer and more gradual as the setting is increased in strength.

14 Variation

Variation controls the random generation of settings used to create each effect's distinctive patterns. Changing the Variation value for the effect will provide a unique look each time the setting is changed. In Tape the Variation setting is used to generate unique patterns for Surface Dirt, Curl, Crumple, Wrinkles, Fray and the Procedural Surface Textures such as Dimpled and Striated.





DreamSuite™ Series Two

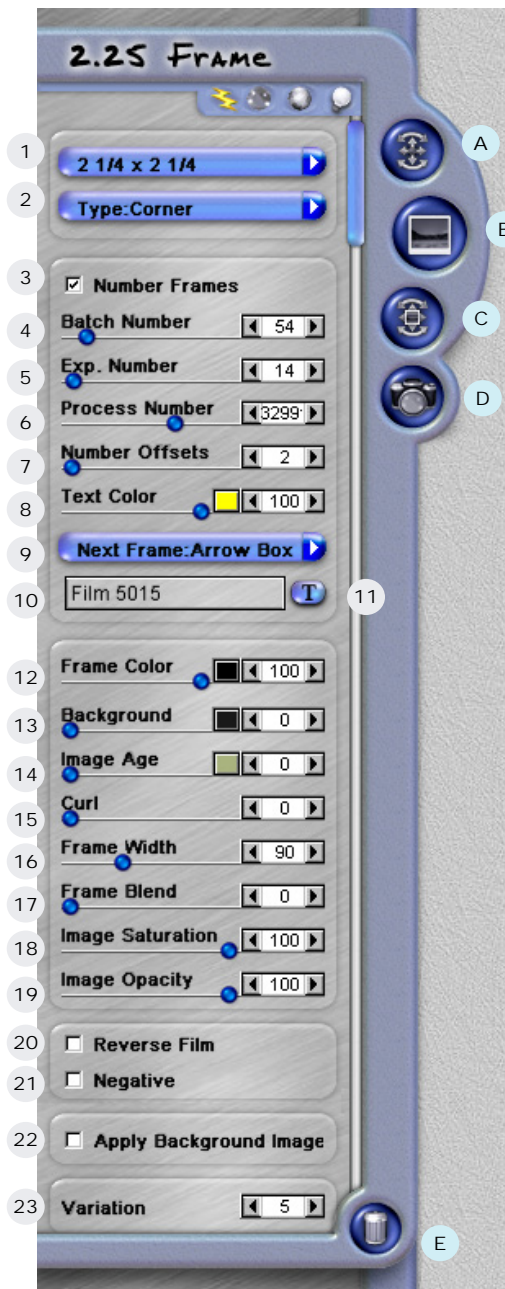
2 1/4 ~ 4x5 ~ FilmGrain ~ FilmStrip ~ Film Frame Art ~ Mesh ~ Photo Press
Photo Strips ~ Plastic Wrap ~ Puzzle Pieces ~ Tile ~ Wrinkle



2 1/4 Frame

Photo Realistic 2 1/4 Film Frames

2 1/4 Frame allows you to create various 2 1/4 Film Frames around your photos.



A Transform Effect

The Transform Effect tool allows you to Select, Move, Scale, Stretch and Rotate effect objects.

- To Move an effect click to select it and then place the cursor on the inside of transformation box surrounding the effect and the cursor will display a four sided arrow. Once this cursor is displayed click and drag to move the effect to a new location.
- To Scale place the cursor on one of the corners of the transformation box and it will change to an angled double sided arrow - click and drag to scale (hold the shift key down to constrain the scale to proportional dimensions).
- To Rotate place the cursor outside of any of the box corner handles and the cursor will display a curved arrow - click and drag the box to the desired angle and release the mouse.

- To Stretch an effect move the cursor over the box sides and a double sided arrow will appear. Click and drag to stretch the effect in the desired direction and proportion.

B Clone Effect

The Clone Effect tool is used to create new effects that are based on the currently selected effect or if no effect is selected, from the default effect settings. Click onscreen with this tool and a copy of the currently selected effect will be cloned.

C Transform Photo

The Transform Photo tool allows you to Select, Move, Scale, Stretch and Rotate photos that are part of an effect.

- To Move a photo and reposition it inside the effect use this tool by moving the cursor to the inside of transformation box surrounding the photo and the cursor will display a four sided arrow - once this cursor is displayed click and drag to move the photo.



- To Scale the photo place the cursor on one of the corners of the transformation box and it will change to an angled double sided arrow - click and drag to scale (hold the shift key down to constrain the scale to proportional dimensions).

- To Rotate place the cursor outside of any of the box corner handles and the cursor will display a curved arrow - click and drag the box to the desired angle and release the mouse.

- To Stretch the photo move the cursor over the box sides and a double sided arrow will appear. Click and drag to stretch the photo in the desired direction and proportion.

D Load Photo

The Load Photo tool is used to replace an image that is inside an effect. When new effects are created they automatically create a copy of the original image into the effect. In most cases you will want to load in another image instead. With this tool selected click over the photo area inside the effect and you will be shown a small onscreen menu that allows you to load a new image, turn the image area transparent or reload the original image.

E Delete Tool

The Delete Tool is used to delete effects, paths and ellipses. Select this tool and then click over the item you want to delete. When this tool is active you are shown all effect ellipses and paths from all tools you have used.

1 Frame Dimensions

The Frame Dimensions menu allows you to select the size frame you want to work with: 2 1/4 x 2 1/4, 2 1/4 x 2 3/4 or 2 1/4 x 3 1/4.

2 Bracket Type

The Bracket Type menu defines the type of bracket that is used on the inside of the frame: Curved or Straight.

3 Number Frames

The Number Frames checkbox allows you to turn on or off the numbers that appear on a frame.

4 Batch Number

The Batch Number slider lets you increase or decrease the batch number settings that are rendered onto the frame.

5 Exposure Number

The Exposure Number slider lets you increase or decrease the exposure number settings that are rendered onto the frame.

6 Process Number

The Process Number slider lets you increase or decrease the process number settings that are rendered onto the frame.

7 Number Offsets

The Number Offsets slider sets the distance the Batch Numbers are offset from each other. Increasing the slider setting increases the distance the numbers are offset from each other.

8 Text Color

The Text Color slider and color box gives you control over the color and opacity of the text that is rendered onto the frame. Adjust the slider to lower or increase the opacity of the color. Click on the color box to change the color of the text.

9 Next Frame

The Next Frame menu defines the type of frame direction graphic that is displayed next to the exposure number: Arrow Box, Arrow, Line and Square are the options.

10 Film Brand

The Film Brand text field displays the Film Brand text that will be rendered on the effect. Click on the Set Text "T" button next to this text field to open the Set Text dialog box. Type in the Film Brand text in this dialog box and it will appear on your graphic. You can enter in any text that you like (copyright statement, company name, etc ...).

11 Set Text Button

When you click on the Set Text Button the Set Text dialog window will appear allowing you to set the text that will be rendered onto the effect.

12 Frame Color

The Frame Color slider and color box gives you control over the color and opacity of the frame. Lowering the slider settings will make the frame more transparent. The transparency of the frame will create a more translucent shadow under the frame. Click on the color box to change the color of the frame.

13 Background Color

The Frame Color slider and color box gives you control over the color and opacity of the frame.

14 Image Age

The Image Age slider applies an aging color to the image inside the frame. The slider sets the opacity of the age tint and the color box sets the color of the tint.

15 Curl

The Curl slider combines intelligent shading and depth shadowing to provide the illusion of depth by bending the image and the shadow.

16 Frame Width

The Frame Width slider defines how wide the frame area is rendered onto the effect. Lower settings result in a smaller frame around the image. If you decrease your frame size too low any text rendered onto the frame will show on the image.

17 Frame Blend

Blends the Frame into the image with a gradual irregular pattern.

18 Image Saturation

The Image Saturation slider allows you to control how saturated the colors are on the image inside the frame.

19 Image Opacity

The Image Opacity slider defines the opacity levels for the image inside the frame.

20 Reverse Film

Processes the image in the opposite direction (flips the image vertically).

21 Negative

Processes the image as a negative inside the frame.

23 Apply Background Image

When the Apply Background Image checkbox is on the background image behind the selection will show up in the preview and will also apply as part of the effect.

23 Variation

Variation controls the random generation of settings used to create each effect's

2 1/4 Frame Guide

How to setup and use 2 1/4 Frame

Before you use 2 1/4 Frame you need to setup your Photoshop document to allow for the frame space needed surrounding your image. If you do not allow for extra space around your image, 2 1/4 Frame will shrink your image so the effect will fit within the allowed space. In most cases, this is not desired so lets walk through how to setup for this effect.

Step One - Setting Up Layers

We like to work with our images on layers as this gives us the most amount of flexibility for modifying the image later on or for putting the image on top of other image. You can use 2 1/4 Frame on a background layer (backgrounds contain no transparency) or on a layer. In this example we will setup the effect on a layer.

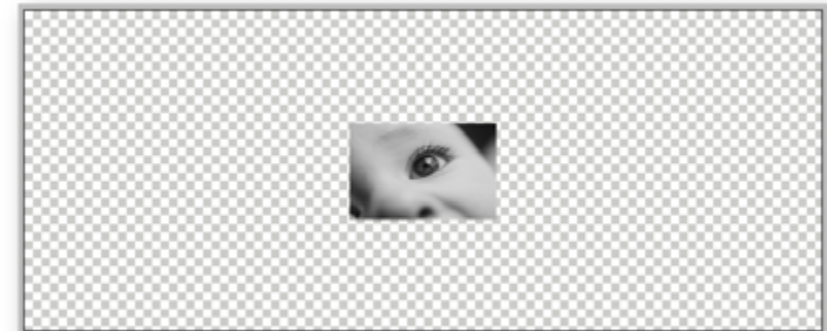
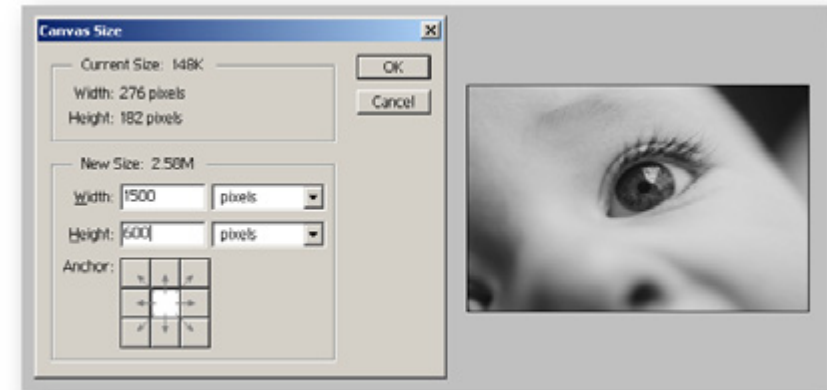
To make an image have transparency you must convert the *Background* layer into a regular layer. To do this, find the *Background* layer on the layers palette and double click over it. The Make Layer dialog window will appear. You can click OK and use the default Layer 0 name or you can give the layer a name of your own. After you have changed the layer name, it will now contain transparency.



Now that our image is on a transparent layer we need to allow additional space around the image to create our effect.

Increase the Canvas Size Around The Image

For this example we will be creating a spread of frames in a horizontal direction. Our design calls for a frame to be added to the left and to the right of the main image of the baby's face. This means we need to allow for room for the frame around the main image, space to the left and to the right of the image and some room at the top and bottom to allow us to position the added frames once we get inside DreamSuite.

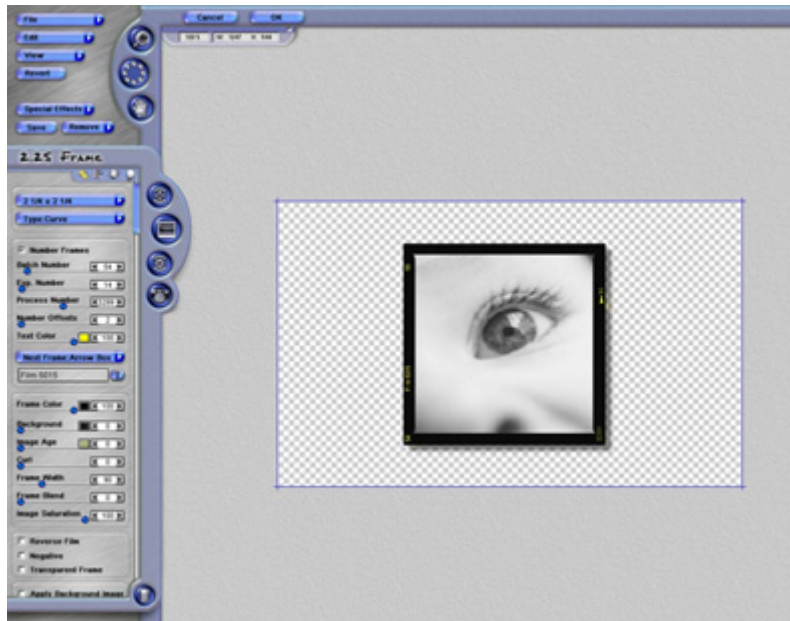


Now that we have added the extra room around the effect we will go into DreamSuite and apply the 2 1/4 Frame effect. The effect will automatically select the image from the layer so you do not have to select the image before going into DreamSuite.

We recommend that you save your file before going into DreamSuite. As your document contains transparency, you will be required to save the file in the Photoshop .psd format.

Applying the 2 1/4 Frame in DreamSuite

When you first go into DreamSuite you will need to select the 2 1/4 Frame option from the Special Effects menu. When the effect comes up the default frame will be placed around the image and the transform tool will be activated so you can go right into moving, resizing or rotating the frame as desired.

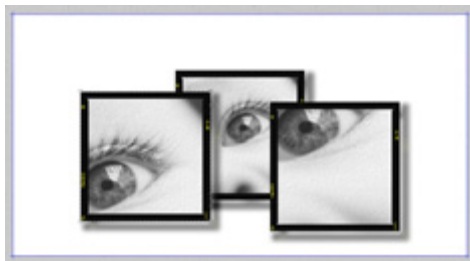


Adjust the Frame Before Cloning It

We recommend that if you plan on having similar frames in your spread that you adjust the main frame to get the look right before cloning it. All clones will have the attributes of the parent effect. You can adjust the clones after they are generated.



With the 2 1/4 Frame selected make the Clone tool active and click onscreen where you want the frame to appear. In the case of our example, we will create a frame on either side of the main frame.



Bring to Front Command

After cloning our frames we see that they are now on top of the main frame. We want to move the main frame to the top of the other frames. Using the Transform Tool we click on the main frame to select it and then go to the Edit > Bring to Front command.



Transforming the Frames

To add some interest to the spread of images we used the transform tool to rotate them at angles and to offset them slightly from each other.



Load Photos

Use the Load Photo tool to load your images into the cloned frames.



2 1/4 Frame Examples

Some Creative Ways to Apply 2 1/4 Frame

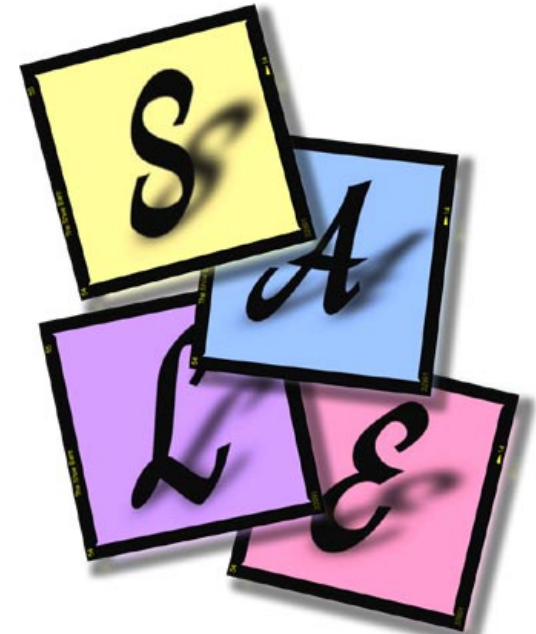
On this page you will find just a few of the many different creative ways you can use 2 1/4 to enhance your designs.



Use the Apply Background Image option to show the film and the background it was taken from together.



Stretch the 2 1/4 frame to fit the photo. Make the images a negative and then color the frame to fit the new 'Negative' colors in your image.



Use 2 1/4 to frame type or parts of a message that when grouped and ordered together form the visual you desire to communicate.



Crop in on photos with 2 1/4 by using the transform photo tool



Create a clone of the effect and make it a negative and then overlap and offset the two frames



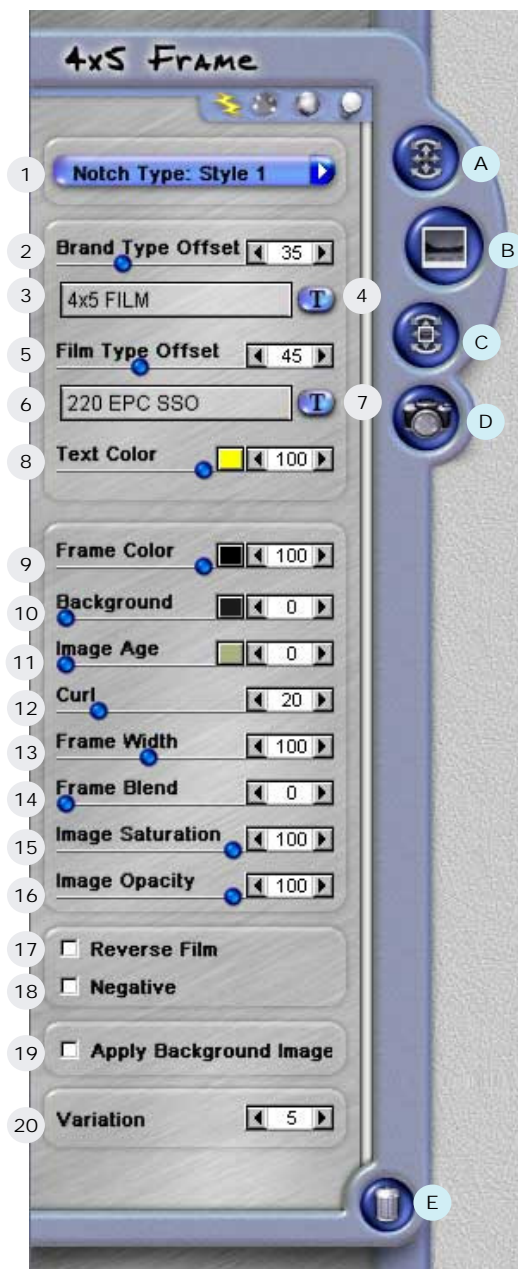
Group related photos together to tell a story or sequence of events. Each piece of film can represent a different event or message the group relates to.



4 x 5 Frame

Photo Realistic 4 x 5 Film Frames

4 x 5 Frame allows you to create various 4 x 5 Film Frames around your photos.



A Transform Effect

The Transform Effect tool allows you to Select, Move, Scale, Stretch and Rotate effect objects.

- To Move an effect click to select it and then place the cursor on the inside of transformation box surrounding the effect and the cursor will display a four sided arrow. Once this cursor is displayed click and drag to move the effect to a new location.

- To Scale place the cursor on one of the corners of the transformation box and it will change to an angled double sided arrow - click and drag to scale (hold the shift key down to constrain the scale to proportional dimensions).

- To Rotate place the cursor outside of any of the box corner handles and the cursor will display a curved arrow - click and drag the box to the desired angle and release the mouse.

- To Stretch an effect move the cursor over the box sides and a double sided arrow will appear. Click and drag to stretch the effect in the desired direction and proportion.

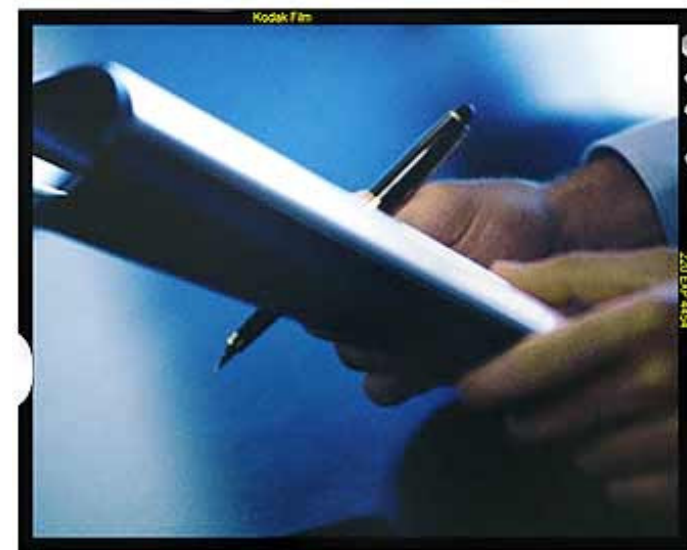
B Clone Effect

The Clone Effect tool is used to create new effects that are based on the currently selected effect or if no effect is selected, from the default effect settings. Click onscreen with this tool and a copy of the currently selected effect will be cloned.

C Transform Photo

The Transform Photo tool allows you to Select, Move, Scale, Stretch and Rotate photos that are part of an effect.

- To Move a photo and reposition it inside the effect use this tool by moving the cursor to the inside of transformation box surrounding the photo and the cursor will display a four sided arrow - once this cursor is displayed click and drag to move the photo.



- To Scale the photo place the cursor on one of the corners of the transformation box and it will change to an angled double sided arrow - click and drag to scale (hold the shift key down to constrain the scale to proportional dimensions).

- To Rotate place the cursor outside of any of the box corner handles and the cursor will display a curved arrow - click and drag the box to the desired angle and release the mouse.

- To Stretch the photo move the cursor over the box sides and a double sided arrow will appear. Click and drag to stretch the photo in the desired direction and proportion.

D Load Photo

The Load Photo tool is used to replace an image that is inside an effect. When new effects are created they automatically create a copy of the original image into the effect. In most cases you will want to load in another image instead. With this tool selected click over the photo area inside the effect and you will be shown a small onscreen menu that allows you to load a new image, turn the image area transparent or reload the original image.

E Delete Tool

The Delete Tool is used to delete effects, paths and ellipses. Select this tool and then click over the item you want to delete. When this tool is active you are shown all effect ellipses and paths from all tools you have used.

1 Notch Style

The Notch Style menu allows you to select from the different styles of 4 x 5 film based on the notch method used by the manufacturer for identifying the brand and type of film as it is processed. Each notch style gives you a shape of 4 x 5 frame around your image.

2 Brand Type Offset

The Brand Type Offset slider adjusts the placement location of the Brand Type on the frame.

3 Film Brand

The Film Brand text field displays the Film Brand text that will be rendered on the effect. Click on the Set Text "T" button next to this text field to open the Set Text dialog box. Type in the Film Brand text in this dialog box and it will appear on your graphic. You can enter in any text that you like (copyright statement, company name, etc ...).

4 Film Brand - Set Text Button

When you click on the Set Text Button the Set Text dialog window will appear allowing you to set the text that will be rendered onto the effect.

5 Film Type Offset

The FilmType Offset slider adjusts the placement location of the Film Type on the frame.

6 Film Type

The Film Type text field displays the Film Type text that will be rendered on the effect. Click on the Set Text "T" button next to this text field to open the Set Text dialog box. Type in the Film Type text in this dialog box and it will appear on your graphic. You can enter in any text that you like for Film Type (company name, name of the photograph, etc ...).

7 Film Type - Set Text Button

When you click on the Set Text Button the Set Text dialog window will appear allowing you to set the text that will be rendered onto the effect.

8 Text Color

The Text Color slider and color box gives you control over the color and opacity of the text that is rendered onto the frame. Adjust the slider to lower or increase the opacity of the color. Click on the color box to change the color of the text.

9 Frame Color

The Frame Color slider and color box gives you control over the color and opacity of the frame. Lowering the slider settings will make the frame more transparent. The transparency of the frame will create a more translucent shadow under the frame. Click on the color box to change the color of the frame.

10 Background Color

The Frame Color slider and color box gives you control over the color and opacity of the frame.

11 Image Age

The Image Age slider applies an aging color to the image inside the frame. The slider sets the opacity of the age tint and the color box sets the color of the tint that is applied to the image.

12 Curl

The Curl slider combines intelligent shading and depth shadowing to provide the illusion of depth by bending the image and the shadow.

13 Frame Width

The Frame Width slider defines how wide the frame area is rendered onto the effect. Lower settings result in a smaller frame around the image. If you decrease your frame size too low any text rendered onto the frame will show on the image. Turn off Frame Numbering and do not render any Film Brand text if you are using a very narrow frame width.

14 Frame Blend

Blends the Frame into the image with a gradual irregular pattern.

15 Image Saturation

The Image Saturation slider allows you to control how saturated the colors are on the image inside the frame.

16 Image Opacity

The Image Opacity slider defines the opacity levels for the image inside the frame.

17 Reverse Film

Processes the image in the opposite direction (flips the image vertically).

18 Negative

Processes the image as a negative inside the frame.

19 Apply Background Image

When the Apply Background Image checkbox is on the background image behind the selection will show up in the preview and will also apply as part of the effect.

20 Variation

Variation controls the random generation of settings used to create each effect's distinctive patterns.

See the 2 1/4 Frame Guide for setup instructions on how to prepare images for this effect.

4 x 5 Frame Examples

Some Creative Ways to Apply 4 x 5

On this page you will find some creative examples of how you can use 4 x 5. In many designs 4 x 5 can help to tightly integrate multiple photos in a tight view area.



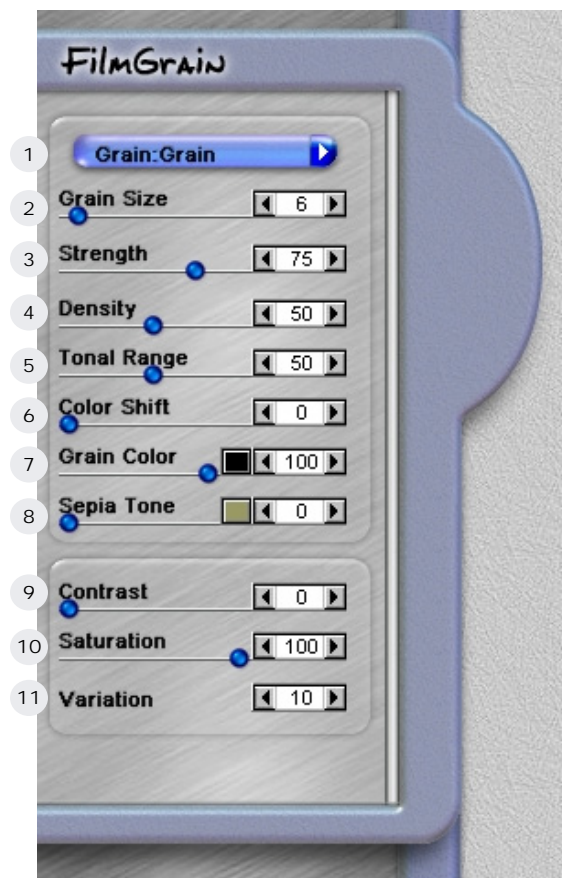
By using 4 x 5 to overlap other frames you can show a slight translucency through each frame and cast translucent shadows on other shadows and on the background to form a photo-realistic visual effect.



Film Grain

Photo-Realistic Film Grains

Film Grain applies a photo-realistic grain onto your images with control over the tonal and contrast range the grain is applied to.



1 Grain Type

The Grain Type menu allows you to select the type of grain that you desire to apply to your image. Each grain type has a distinctive look and feel.

2 Grain Size

The Grain Size slider defines how large the grain pattern appears as it is rendered onto your image. The higher the setting the larger the grain becomes.

3 Strength

The Strength setting defines how noticeable the grain effect appear on the image. The higher the setting the more noticeable the grain will appear.

4 Density

The Density slider defines how dense or tightly compacted the grain particles are as they are rendered onto your image. The higher the setting the more tightly compacted the grains particles become.

5 Tonal Range

The Tonal Range control allows you to define where the grain particles are placed on your image based on the images tonal range. Use the Contrast slider to decrease the tonal range of the image as you adjust the Tonal Range slider. Both the Tonal Range and the Contrast sliders work to define the placement of the grain based on the tonal values of the image.

6 Color Shift

The Color Shift control renders the grain onto the image with a slightly shifted color applied. The higher the settings the more predominant the color shifting that is applied where the grain appears.

7 Grain Color

The Grain Color slider and color box defines the color of the grain and the opacity of the grain particles. The lower the slider



settings the more translucent the grain particles become. Click on the color box to change the color of the grain particles.

8 Sepia Tone

The Sepia Tone slider adds a color tint to the image that simulates a sepia tone processing effect. Use the slider to control the opacity of the tint color. Click on the color box to change the color of the sepia effect.

9 Contrast

The Contrast control adjusts the tonal range of the image to make it have a higher amount of contrast. The Tonal Range control and the Contrast control are used together to determine where the grain is applied to the image. Adjusting the contrast will increase the lighter areas of the image. Tonal Range is used to control where the grain is applied based on the tonal values in the image. This simulates the way traditional film grain works.

10 Saturation

The Saturation slider allows you to decrease or increase the color saturation of the image you are applying Film Grain to. By reducing the saturation a full color image will have lighter color values. By increasing the saturation the colors are more vibrant.

11 Variation

The Variation control affects how the grain particles are applied. Clicking on the variation control will make the particles apply with a slightly different manner.

Film Grain Guide

How to Use Film Grain

Film Grain as a visual enhancement for photos has been around for decades. DreamSuite's Film Grain is the first photo-realistic digital effect that correctly simulates this traditional darkroom effect on the desktop. Using Film Grain is easy. The main decision you need to make is how much grain you want to show and in what areas does the grain look best applied to.

Using the Tonal Range and Contrast Controls

Film Grain is not like a standard noise filter that applied globally to an image. Film Grain applied photo-realistic film grain particles to areas of the image that are defined by the Tonal Range control just as traditional film grain can be applied to a photo print based on the tonal ranges of the image.

Use the Tonal Range control to define the areas the grain will be applied to . By increasing the Tonal Range you allow the grain to spread into lighter areas of the image. By decreasing the tonal range you suppress the grain into only darker areas of the image. Use the Contrast control to increase the contrast of the image and thereby affect the spread of the grain.



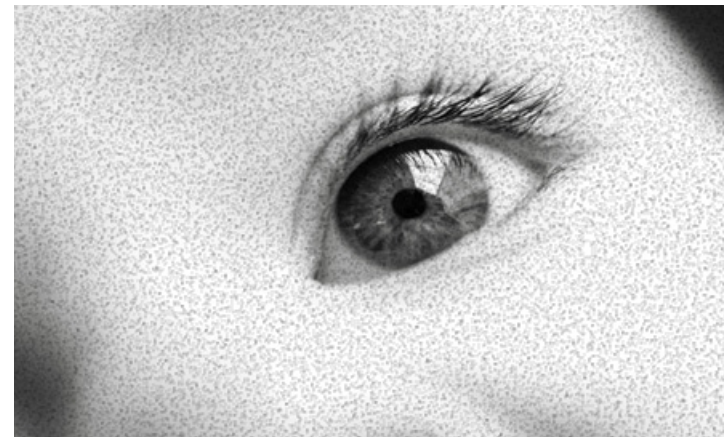
Original Grayscale Image



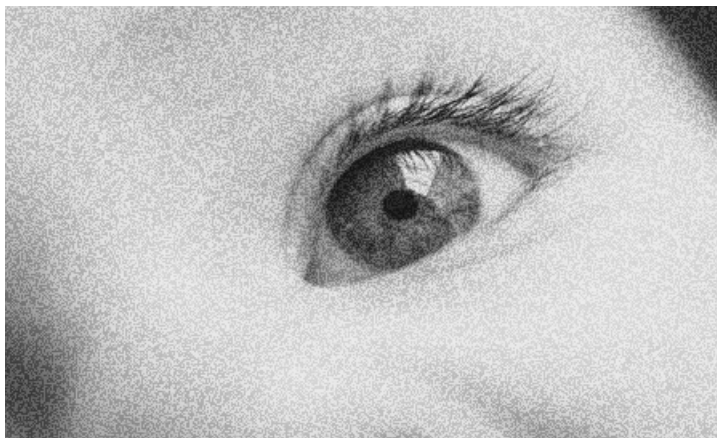
Grain Type: Grain - Size 10 - Tonal Range 0 - Contrast 40



Grain Type: Grain - Size 10 - Tonal Range 50 - Contrast 40



Grain Type: Grain - Size 10 - Tonal Range 100 - Contrast 0



Grain Type: Tonal Shift - Size 15 - Strength 25 - Tonal Range 50
Contrast 0



Grain Type: Aligned - Size 10 - Strength 35 - Tonal Range 50
Contrast 25 - Sepia 100



Grain Type: Tonal Shift - Size 15 - Strength 25 - Tonal Range 0
Contrast 20



Grain Type: Aligned - Size 10 - Strength 70- Tonal Range 50
Contrast 25 - Color Shift 100



Grain Type: Tonal Shift - Size 15 - Strength 35 - Tonal Range 0
Contrast 20 - Sepia 35



Grain Type: Aligned - Size 10 - Strength 70- Tonal Range 0
Contrast 20 - Sepia 35

FilmGrain Examples

Some Creative Ways to Apply FilmGrain

On this page you will find some creative examples of how you can use FilmGrain to enhance your photos.



In the examples showing the model a normal RGB stock photo was used with FilmGrain. The saturation on the photo was reduced in FilmGrain and the Contrast was boosted slightly. The Tonal Range shielded certain areas of the photo so the grain was not applied to lighter areas.

The overall effect is pleasing as it has a soft subtle pastel feel that is enhanced by the grain pattern. FilmGrain is unique in that the grain creates concentrated areas based on tonal values. This is just like traditional film grain you would see in a photographic process.



By adjusting the density of the grain, the size of the grain and the strength settings you can create pronounced variations of the effect.



FilmStrip

Create Photo-Realistic FilmStrips



A Transform Effect

The Transform Effect tool allows you to Select, Move, Scale, Stretch and Rotate effects.

- To Move an effect click to select it and then place the cursor on the inside of transformation box surrounding the effect and the cursor will display a four sided arrow. Once this cursor is displayed click and drag to move the effect to a new location.

- To Scale place the cursor on one of the corners of the transformation box and it will change to an angled double sided arrow - click and drag to scale (hold the shift key down to constrain the scale to proportional dimensions).

- To Rotate place the cursor outside of any of the box corner handles and the cursor will display a curved arrow - click and drag the box to the desired angle and release the mouse.

- To Stretch an effect move the cursor over the box sides and a double sided arrow will appear. Click and drag to stretch the effect in the desired direction and proportion.

B Clone Effect

The Clone Effect tool is used to create new effects that are based on the currently selected effect or if no effect is selected, from the default effect settings. Click onscreen with this tool and a copy of the currently selected effect will be cloned.

C Transform Photo

The Transform Photo tool allows you to Select, Move, Scale, Stretch and Rotate photos that are part of an effect.

- To Move a photo and reposition it inside the effect use this tool by moving the cursor to the inside of transformation box surrounding the photo and the cursor will display a four sided arrow - once this cursor is displayed click and drag to move the photo.

- To Scale the photo place the cursor on one of the corners of the transformation box and it will change to an angled double sided arrow - click and drag to scale (hold the shift key down to constrain the scale to proportional dimensions).

- To Rotate place the cursor outside of any of the box corner handles and the cursor will display a curved arrow - click and drag the box to the desired angle and release the mouse.

D Load Photo

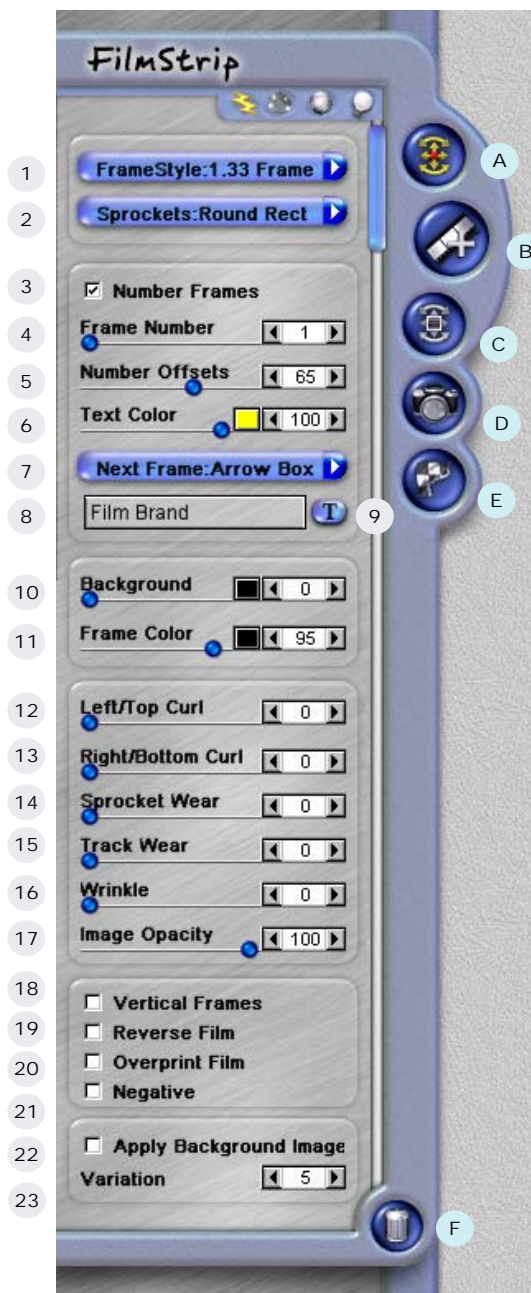
The Load Photo tool is used to replace an image that is inside of an effect. When new effects are created they automatically create a copy of the original image into the effect. In most cases you will want to load in another image instead. With this tool selected click over the photo area inside the effect and you will be shown a small onscreen menu that allows you to load a new image, turn the image area transparent or reload the original image.

E Tear Film

Use the Tear Film tool to tear holes in the film and to rip the ends of the film. To remove or modify a tear that you have created hold down on the following modifier key and trace around it: Mac: Option Key / Win: Alt Key.

F Delete

The Delete tool is used to delete effects, paths and ellipses. Select this tool and then click over the item you want to delete. When this tool is active you are shown all effect ellipses and paths from all tools you have used.



1 FilmStrip Type

The FilmStrip type allows you to select the style and size of the filmstrip. The filmstrip you have selected will change when you choose a different FilmStrip Type. FilmStrip types include: 1.33 35mm Frame, 1.66 35mm Frame, .85 35mm Frame, 2.35 Panavision Frame, 2.2 70mm Frame and 70mm Anamorphic Frame.

2 Sprocket Type

The Sprocket Type menu allows you to change the type of sprocket that is used on the film. Both traditional photo-realistic sprocket size and shapes are used as well as some artistic variations consisting of unique shapes.

3 Number Frames

The Number Frames checkbox allows you to turn on or off the numbers on a frame.

4 Frame Number

The Frame Number slider lets you increase or decrease the frame number settings that are rendered onto the frame.

5 Number Offsets

The Number Offsets slider sets the distance the Frame Numbers are offset from each other. Increasing the slider setting increases the distance the numbers are offset from each other.

6 Text Color

The Text Color slider and color box gives you control over the color and opacity of the text that is rendered onto the frame. Adjust the slider to lower or increase the opacity of the color. Click on the color box to change the color of the text.

7 Next Frame

The Next Frame menu defines the type of frame direction graphic that is displayed next to the exposure number: Arrow Box, Arrow, Line and Square are the options.

8 Film Brand

The Film Brand text field displays the Film Brand text that will be rendered on the effect. Click on the Set Text "T" button next to this text field to open the Set Text dialog box. Type in the Film Brand text in this dialog box and it will appear on your graphic. You can enter in any text that you like (copyright statement, company name, etc ...).

9 Set Text Button

When you click on the Set Text Button the Set Text dialog window will appear allowing you to set the text that will be rendered onto the effect.

10 Frame Color

The Frame Color slider and color box gives you control over the color and opacity of the frame. Lowering the slider settings will make the frame more transparent.

11 Track Color

The Track Color control sets the color and opacity of the filmstrip frame and tracks.

12 Left/Top Curl

The Curl slider combines intelligent shading and depth shadowing to provide the illusion of depth by bending the image and the shadow. This control makes the Left/Top side of the FilmStrip curl with depth. The position of the Light Point on the Light Sphere affects the way in which the curl shows up on the rendered scene.

13 Right/Bottom Curl

The Curl slider combines intelligent shading and depth shadowing to provide the illusion of depth by bending the image and the shadow. This control makes the Right/Bottom side of the FilmStrip curl with depth. The position of the Light Point on the Light Sphere affects the way in which the curl shows up on the rendered scene.

14 Sprocket Wear

The Sprocket Wear control makes the sprockets worn with heavy use as if they have been continuously run through a processor. The sprockets become roughened and irregularly edged.

15 Track Wear

The Track Wear control adds a wear pattern on the filmstrip between the sprockets.

16 Wrinkle

The Wrinkle slider adds depth to the filmstrip by giving it a slight wrinkle. As the filmstrip is wrinkled it will reflect light from the shiny film surface. The Surface Sheen and Surface Width (located on the Surface Tab) and all Lighting Tab controls can be used to refine the way the wrinkle reflections appear.

17 Image Opacity

The Image Opacity slider defines the opacity levels for the image inside the frame.

18 Vertical Film

The Vertical Film checkbox rotates the photos in the frames in a vertical orientation.

19 Reverse Film

Processes the image in the opposite direction (flips the image vertically).

20 Overprint Film

Overprint Film makes the photo bleed over onto the filmstrip track area.

21 Negative

Processes the image as a negative inside the frame.

22 Apply Background Image

When the Apply Background Image checkbox is on the background image behind the selection will show up in the preview and will also apply as part of the effect.

23 Variation

Variation controls the random generation of settings used to create each effect's distinctive patterns.

FilmStrip Guide

How to Use Film Strip

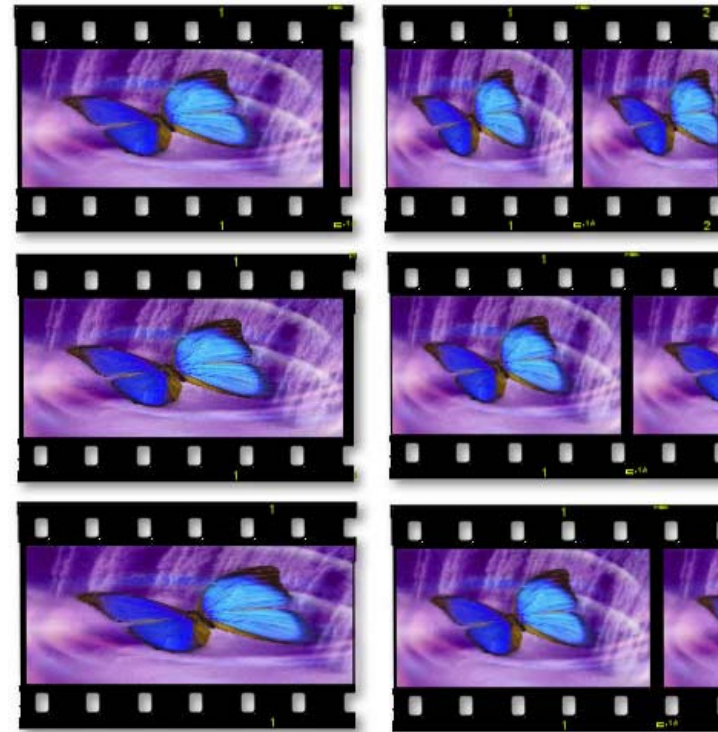
FilmStrip is fairly easy to setup and use. Start out with a document that has a photo on it and is surrounded by transparency so that you have room for the film strip to be added with additional frames. After you open the FilmStrip effect the photo on the layer is used to fill in all the film frames.

Generally the first thing we recommend doing is resizing the filmstrip to fit your needs. As you resize the filmstrip you will notice that the number of frames in the filmstrip change. The filmstrip will always resize itself to as a constrained object to keep the correct proportions of the film.

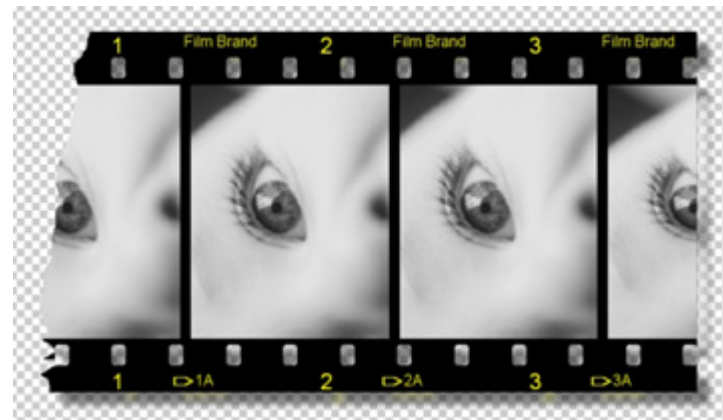
Use the Load Photo tool to replace the images with ones you have saved to your disk. Use the Transform Photo tool to resize and position the photos inside the frames once you have loaded them.

Use the Lighting Tab to modify the shading and the lighting on the effect. If you want the lighting to apply to just the filmstrip uncheck the Illuminate Photo checkbox on the Lighting Tab.

Use the spotlight feature on the Lighting Tab to highlight certain areas of the filmstrip as we have shown in the example directly below. We also adjusted the Sheen (surface tab) and added a Track Wear (effect tab) setting to the image.



The FrameStyle menu allows you to select from the different film formats available. Each format has a distinctive size of film frame and correspondint photo area.



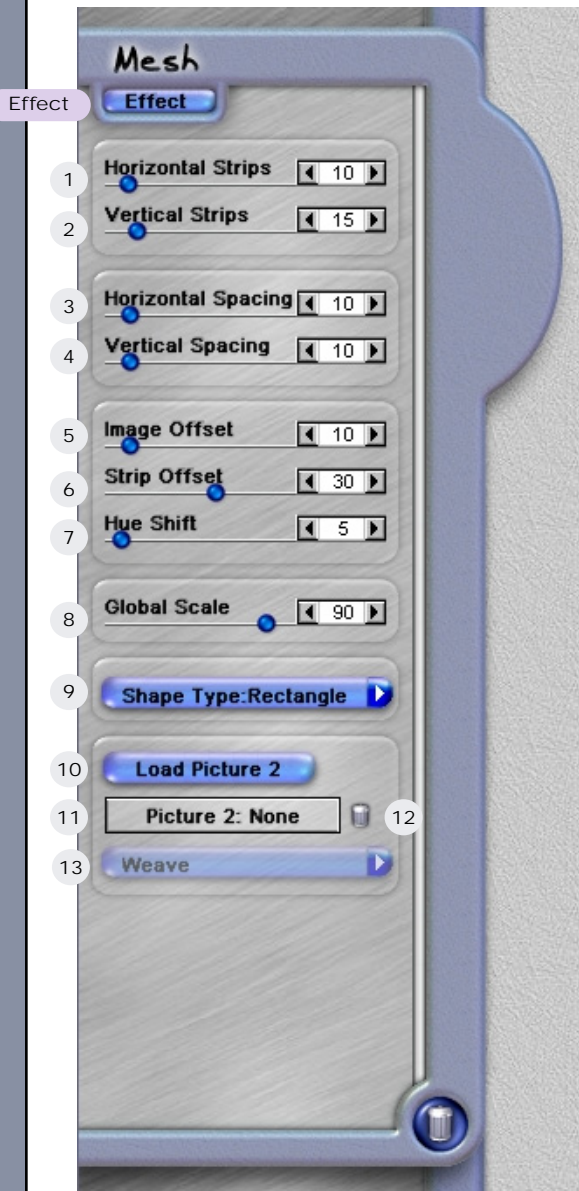
Use the Vertical Frame option to rotate the photos in the frame into a vertical direction.. Use the Tear tool to rip the edges or tear holes in the filmstrip where desired.



Mesh - Layout Mode

Arrange the general layout of the Mesh

Mesh allows you to slice your image up into strips and weave them together in a photo mesh that is highly unique and photo-realistic. The Layout mode lets you set up the effect.



Effect Change To Effect Mode

The Change To Effect Mode button will allow you to leave the automatic layout mode and enter into the manual adjustment mode for this effect. **Warning:** If you leave the Layout mode and then return after having made manual adjustments to your effect you will loose all manual effect settings. Use the layout mode to get your effect started and then do not return to this mode.

1 Horizontal Strips

The Horizontal Strips control defines how many strips the photo is cut into and then meshed in a horizontal direction. The number indicated in the data box defines how many strips will be generated by this effect. You reduce the number of strips by using the Delete tool to remove a selected strip. You can add strips by using the Cloone Effect tool to reproduce a selected strip.

2 Vertical Strips

The Vertical Strips control defines how many strips the photo is cut into and then meshed in a vertical direction. The number indicated in the data box defines how many strips will be generated by this effect. You reduce the number of strips by using the Delete tool to remove a selected strip. You can add strips by using the Cloone Effect tool to reproduce a selected strip.

3 Horizontal Spacing

The Horizontal Spacing control defines how much space is generated between each horizontal strip on a global evenly distributed basis. You can move and adjust the spacing between specific strips by using the Transform Effect tool to reposition the strip - rotate the strip, resize or free transform the strip as desired.

4 Vertical Spacing

The Vertical Spacing control defines how much space is generated between each vertical strip on a global evenly distributed basis. You can move and adjust the



spacing between specific strips by using the Transform Effect tool to reposition the strip - rotate the strip, resize or free transform the strip as desired.

5 Image Offset

The Image Offset control allows you to offset the image inside all the strips on a global basis. The higher the setting on this control the more the image is offset. You can manually shift an image's position by using the Transform Photo tool.

6 Strip Offset

The Strip Offset control shifts the strips vertical and horizontal alignment where they are not evenly aligned on all sides of the effect. You can manually shift a strip's position and alignment by using the Transform Effect tool on the strip you have selected.

7 Hue Shift

The Hue Shift control applies a subtle shift of color values for each photo in each strip. This shift helps to differentiate the strips and simulate how a real photo cut into strips may look if different prints from different printers were cut up and stripped together.

8 Global Scale

The Global Scale control defines the size of the Mesh as it is applied to the image. Use this control to scale the size of the Mesh on a constrained basis.

9 Shape Type

Use the Shape Type menu to quickly reshape the geometric pattern of the Mesh as it is applied to your image. Change it from a rectangle to a Triangle, for example.

10 Load Picture Two

The Load Picture Two button allows you to load a photo using the Select Image Dialog window. The photo will be placed in the mesh pattern as a second photo weaved with the first one.

11 Picture Two Name

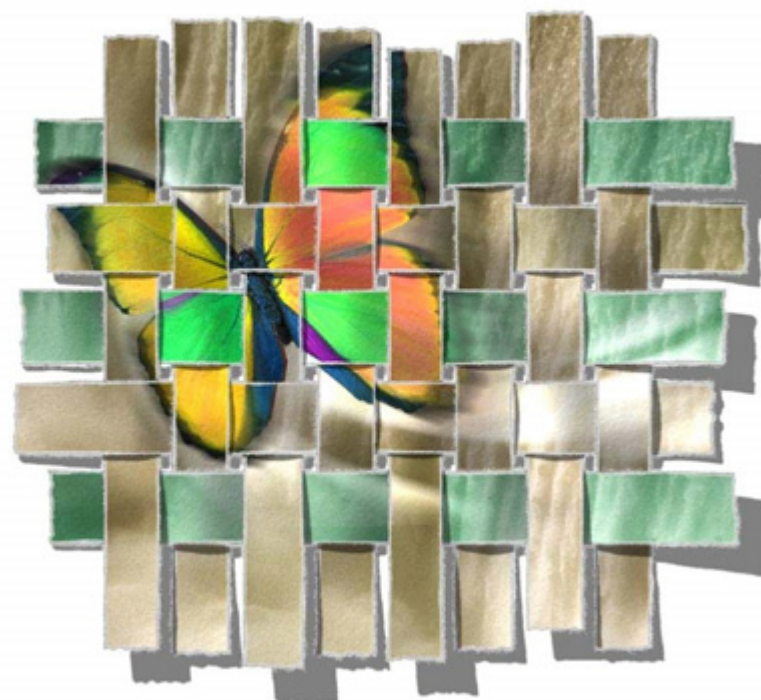
The Picture Two Name field displays the name of the photo you have loaded using the Picture Two button.

12 Delete Picture Two

The Delete Picture Two button will remove the Picture Two from the effect.

13 Weave Type

The Weave Type menu allows you to define how Picture Two and the original image are meshed together.

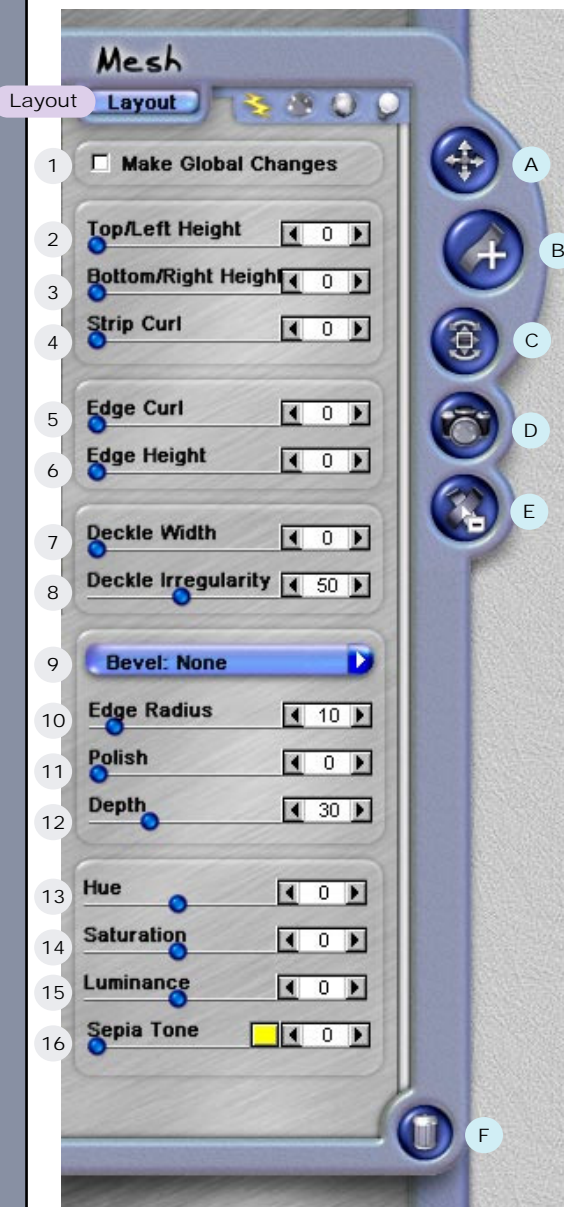




Mesh - Effects Tab

Mesh and weave image strips together

The Effects Tab allows you to apply customized and localized effect settings to the strips on the Mesh artwork.



Layout Change To Layout Mode

The Change To Layout Mode button will allow you to change the automatic setup controls of the effect. **Warning:** You will lose all manual effect settings whenever you adjust any of the automatic controls located in the Layout mode.

A Adjust Effect

The Adjust Effect tool allows you to Select, Move, Scale and Stretch the effect.

- To Move an effect click to select it and then place the cursor on the inside of transformation box surrounding the effect and the cursor will display a four sided arrow. Once this cursor is displayed click and drag to move the effect to a new location.
- To Scale place the cursor on one of the corners of the transformation box and it will change to an angled double sided arrow - click and drag to scale (hold the shift key down to constrain the scale to proportional dimensions).
- To Stretch an effect move the cursor over the box sides and a double sided arrow will appear. Click and drag to stretch the effect in the desired direction and proportion.

B Clone Effect

The Clone Effect tool is used to create new effects that are based on the currently selected effect or if no effect is selected, from the default effect settings. Click onscreen with this tool and a copy of the currently selected effect will be cloned.

C Transform Photo

The Transform Photo tool allows you to Select, Move, Scale, Stretch and Rotate photos that are part of an effect.

- To Move a photo and reposition it inside the effect use this tool by moving the cursor to the inside of transformation box surrounding the photo and the cursor will display a four sided arrow - once this cursor is displayed click and drag to move the photo.



- To Scale the photo place the cursor on one of the corners of the transformation box and it will change to an angled double sided arrow - click and drag to scale (hold the shift key down to constrain the scale to proportional dimensions).

- To Rotate place the cursor outside of any of the box corner handles and the cursor will display a curved arrow - click and drag the box to the desired angle and release the mouse.

D Load Photo

The Load Photo tool is used to replace an image that is inside of an effect. When new effects are created they automatically create a copy of the original image into the effect. In most cases you will want to load in another image instead. With this tool selected click over the photo area inside the effect and you will be shown a small onscreen menu that allows you to load a new image, turn the image area transparent or reload the original image.

E Over or Under

The Over or Under control moves the selected portion of the effect over or under another part of the effect. In the case of Mesh the selected strip will be moved under or over another strip that you click over.

F Delete

The Delete tool is used to delete effects, paths and ellipses. Select this tool and then click over the item you want to delete. When this tool is active you are shown all effect ellipses and paths from all tools you have used.

1 Make Changes Global

The Make Changes Global checkbox when activated will apply any control changes you make to the entire effect altering all elements that are affected by the control you are working with. This is useful if you desire to adjust, for example, the Edge Curl on all strips on a global basis. You may uncheck or check this as many times as you like and your settings will be preserved.

2 Top/Left Height

The Top/Left Height control adjusts how high the strips are angled upwards along the top and left sides of the effect. Strips that are selected will be adjusted either vertically (top side) or horizontally (left side).

3 Bottom/Right Height

The Bottom/Right Height control adjusts how high the strips are angled upwards along the bottom and right sides of the effect. Strips that are selected will be adjusted either vertically (bottom side) or horizontally (right side).

4 Strip Curl

The Strip Curl control shades the strips and curls the strips to give them a rounded and bowed look.

5 Edge Curl

The Edge Curl control shades the edges and curls the edges of the strips to give them additional depth.

6 Edge Height

The Edge Height control defines how thick the photo paper is that is used to generate the mesh. As the height setting is increased the paper thickness increases showing more paper edge height.

7 Deckle Width

The Deckle Width control is used to apply a deckled edge along the photo strip that is used to create the mesh effect. The higher the setting the wider the deckle becomes.

8 Deckle Irregularity

The Deckle Irregularity control will make the deckle edges more or less irregular. The higher the setting the more irregular and varied the edges of the deckle become.

9 Bevel Type Menu

The Bevel Type menu allows you to select a bevel style that will be applied to the photo strips on the mesh. Adding a bevel to the strips will enable you to give the strips more depth and a unique appearance.

10 Edge Radius

The Edge Radius slider adjusts the angle and sharpness of the bevel edge. Use this control with Polish and Bevel Depth sliders to refine the look of the depth effect.

11 Polish

The Polish slider rounds and smoothes the angles of the bevel making them softer with gentle curves versus sharp angles. Use this control with the Edge Radius and Bevel Depth sliders to refine the look of the depth effect.

12 Depth

The Depth slider changes the height of the bevel. Stronger settings make the bevel appear to have more height and depth. Use this control with the Edge Radius and Polish Curvature sliders to refine the look of the depth effect.

13 Hue

The Hue color slider shifts the color values of the image across a color spectrum. This control allows you to shift the colors of the artwork while not affecting the lightness or saturation.

14 Saturation

The Saturation slider makes the colors in the image more or less vibrant. This control is useful for making an images colors pop while not affecting the overall tone or lightness.

15 Luminance

The Luminance slider adjusts the luminance or "light" qualities in an image to either darken or lighten the image.

16 Sepia

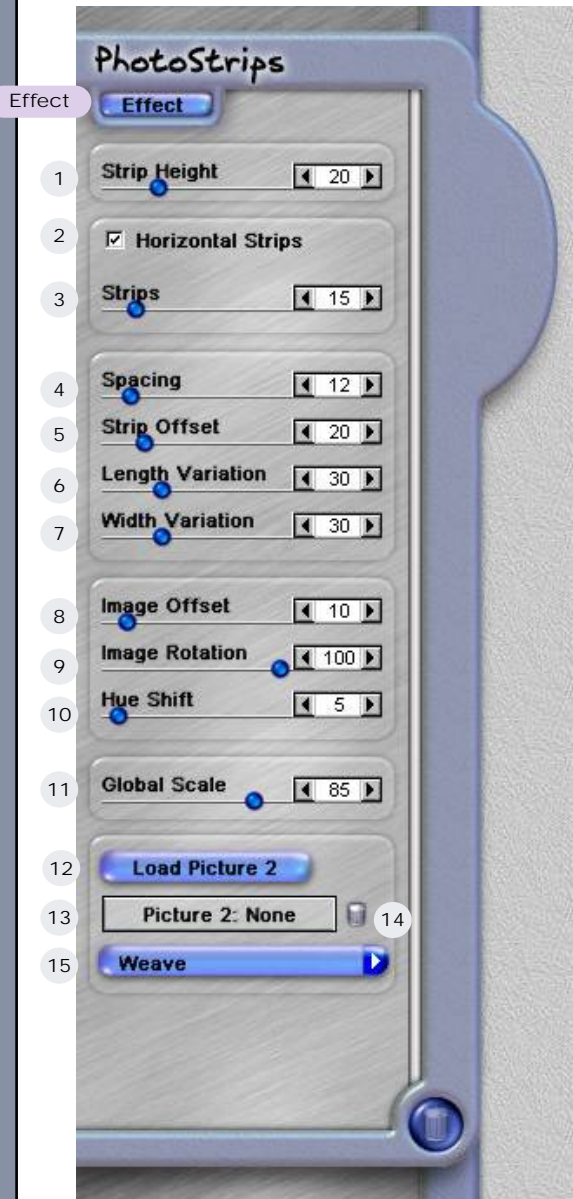
The Sepia control adds a subtle color tint to the image. Use the slider to control the amount of tint applied to the image and the color box to define the color of the sepia that is used.



PhotoStrips - Layout Mode

Cut and Overlap Strips of Photos

PhotoStrips creatively cuts and overlaps a photo into strips showing realistic depth shading and edge qualities. The Layout mode lets you set up the effect.



Effect Change To Effect Mode

The Change To Effect Mode button will allow you to leave the automatic layout mode and enter into the manual adjustment mode for this effect. **Warning:** If you leave the Layout mode and then return after having made manual adjustments to your effect you will loose all manual effect settings. Use the layout mode to get your effect started and then do not return to this mode.

1 Strip Height

The Strip Height control defines the shading for the strips and how high they appear to be off of the background and in relation to other strips.

2 Orientation Menu

The Orientation menu lets you set the general orientation of the strips.

3 Strips

The Strips control defines how many strips will be cut up from the photo and used to create the PhotoStrips effect.

4 Spacing

The Spacing control creates or reduces the space shown between the strips. Increasing the slider will reduce the width of the strips to leave more space between the strips. Decreasing the slider settings will increase the width of the strips to leave less room between them.

5 Strip Offset

The Strip Offset control randomizes the orientation and offset distance of the strips from each other. The higher the value of this control them more randomized the orientation and offset becomes.

6 Length Variation

The Length Variation control randomizes the length of each strip. The higher the value of this control the more randomized the difference in strip length becomes.



7 Width Variation

The Width Variation control randomizes the width of each strip. The higher the value of this control the more randomized the difference in strip width becomes.

8 Image Offset

The Image Offset control allows you to offset the image inside all the strips on a global basis. The higher the setting on this control the more the image is offset. You can manually shift an image's position by using the Transform Photo tool.

9 Image Rotation

The Image Rotation control allows you to offset the image inside the strips by slightly rotating the images in each strip so a rotational offset is achieved.

10 Hue Shift

The Hue Shift control applies a subtle shift of color values for each photo in each strip. This shift helps to differentiate the strips and simulate how a real photo cut into strips may look if different prints from different printers were cut up and overlapped.

11 Global Scale

The Global Scale control defines the size of the effect as it is applied to the image. Use this control to scale the size of the effect on a constrained basis.

12 Load Picture Two

The Load Picture Two button allows you to load a photo using the Select Image Dialog window. The photo will be placed in the strip pattern as a second photo weaved with the first one.

13 Picture Two Name

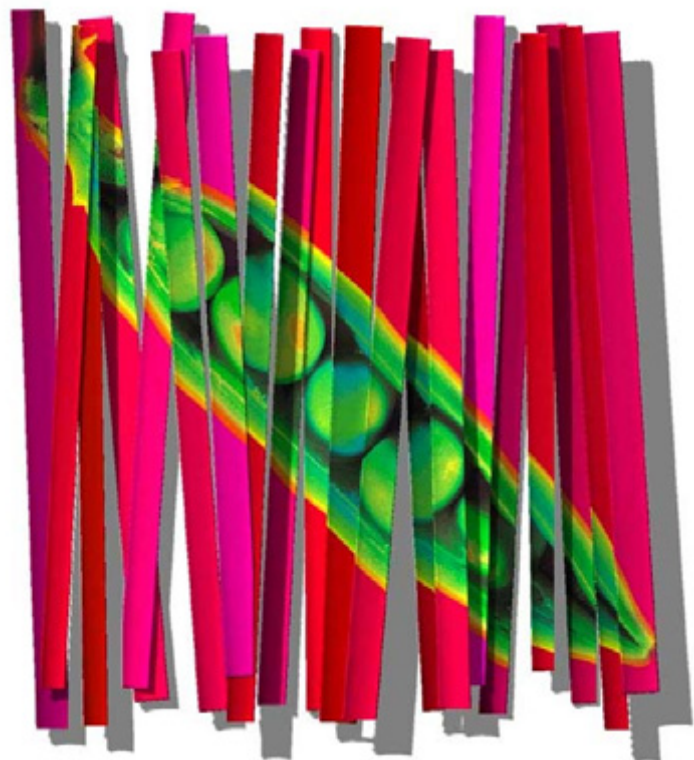
The Picture Two Name field displays the name of the photo you have loaded using the Picture Two button.

14 Delete Picture Two

The Delete Picture Two button will remove Picture Two from the effect.

15 Weave Type

The Weave Type menu allows you to define how Picture Two and the original image are overlapped together.

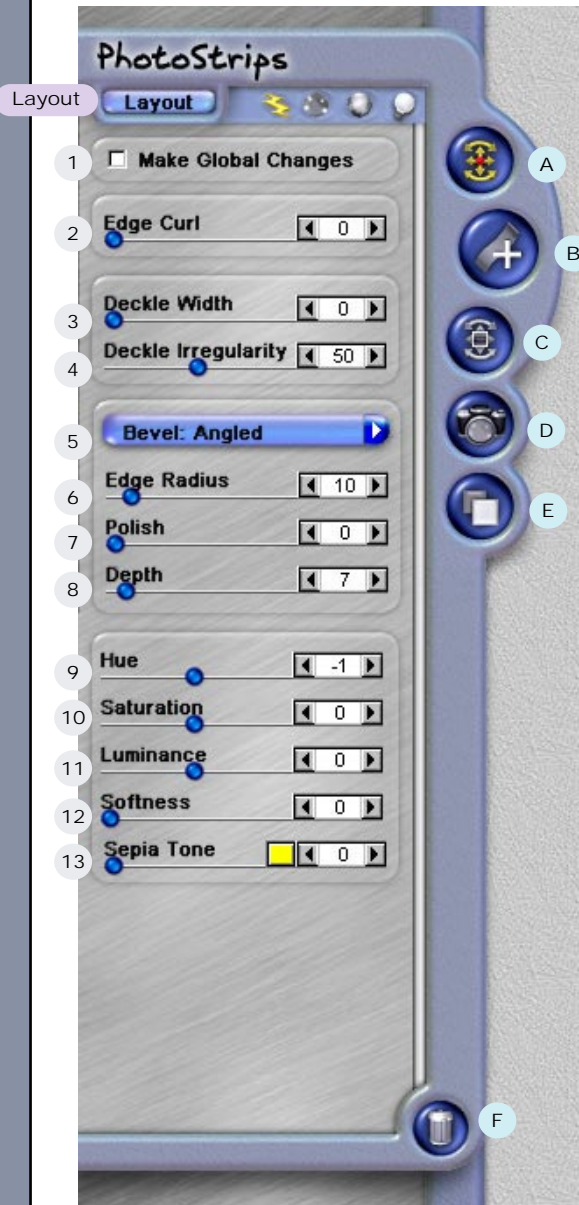




PhotoStrips - Effects Tab

Cut and Overlap Strips of Photos

The Effects Tab allows you to apply customized and localized effect settings to the strips



Layout Change To Layout Mode

The Change To Layout Mode button will allow you to change the automatic setup controls of the effect. **Warning:** You will lose all manual effect settings whenever you adjust any of the automatic controls located in the Layout mode.

A Transform Effect

The Transform Effect tool allows you to Select, Move, Scale, Stretch and Rotate effects.

- To Move an effect click to select it and then place the cursor on the inside of transformation box surrounding the effect and the cursor will display a four sided arrow. Once this cursor is displayed click and drag to move the effect to a new location.
- To Scale place the cursor on one of the corners of the transformation box and it will change to an angled double sided arrow - click and drag to scale (hold the shift key down to constrain the scale to proportional dimensions).
- To Rotate place the cursor outside of any of the box corner handles and the cursor will display a curved arrow - click and drag the box to the desired angle and release the mouse.
- To Stretch an effect move the cursor over the box sides and a double sided arrow will appear. Click and drag to stretch the effect in the desired direction and proportion.

B Clone Effect

The Clone Effect tool is used to create new effects that are based on the currently selected effect or if no effect is selected, from the default effect settings. Click onscreen with this tool and a copy of the currently selected effect will be cloned.

C Transform Photo

The Transform Photo tool allows you to Select, Move, Scale, Stretch and Rotate photos that are part of an effect.



- To Move a photo and reposition it inside the effect use this tool by moving the cursor to the inside of transformation box surrounding the photo and the cursor will display a four sided arrow - once this cursor is displayed click and drag to move the photo.

- To Scale the photo place the cursor on one of the corners of the transformation box and it will change to an angled double sided arrow - click and drag to scale (hold the shift key down to constrain the scale to proportional dimensions).

- To Rotate place the cursor outside of any of the box corner handles and the cursor will display a curved arrow - click and drag the box to the desired angle and release the mouse.

D Load Photo

The Load Photo tool is used to replace an image that is inside of an effect. When new effects are created they automatically create a copy of the original image into the effect. In most cases you will want to load in another image instead. With this tool selected click over the photo area inside the effect and you will be shown a small onscreen menu that allows you to load a new image, turn the image area transparent or reload the original image.

E Adjust Up or Down

The Adjust Up or Down control moves the selected portion of the effect over or under another part of the effect. In the case of Photo Strip the selected strip will be moved under or over another strip. Use the Edit Menu > Bring To Front and Send To Back command in conjunction with this tool.

F Delete

The Delete tool is used to delete effects, paths and ellipses. Select this tool and then click over the item you want to delete. When this tool is active you are shown all effect ellipses and paths from all tools you have used.

1 Make Changes Global

The Make Changes Global checkbox when activated will apply any control changes you make to the entire effect altering all elements that are affected by the control you are working with. This is useful if you desire to adjust, for example, the Edge Curl on all strips on a global basis. You may uncheck or check this as many times as you like and your settings will be preserved.

2 Edge Curl

The Edge Curl control shades the edges and curls the edges of the strips to give them additional depth.

3 Deckle Width

The Deckle Width control is used to apply a deckled edge along the photo strip that is used to create the mesh effect. The higher the setting the wider the deckle becomes.

4 Deckle Irregularity

The Deckle Irregularity control will make the deckle edges more or less irregular. The higher the setting the more irregular and varied the edges of the deckle become.

5 Bevel Type Menu

The Bevel Type menu allows you to select a bevel style that will be applied to the photo strips on the mesh. Adding a bevel to the strips will enable you to give the strips more depth and a unique appearance.

6 Edge Radius

The Edge Radius slider adjusts the angle and sharpness of the bevel edge. Use this control with Polish and Bevel Depth sliders to refine the look of the depth effect.

7 Polish

The Polish slider rounds and smoothes the angles of the bevel making them softer with gentle curves versus sharp angles. Use this control with the Edge Radius and Bevel Depth sliders to refine the look of the depth effect.

8 Depth

The Depth slider changes the height of the bevel. Stronger settings make the bevel appear to have more height and depth. Use this control with the Edge Radius and Polish Curvature sliders to refine the look of the depth effect.

9 Hue

The Hue color slider shifts the color values of the image across a color spectrum. This control allows you to shift the colors of the artwork while not affecting the lightness or saturation.

10 Saturation

The Saturation slider makes the colors in the image more or less vibrant. This control is useful for making an images colors pop while not affecting the overall tone or lightness.

11 Luminance

The Luminance slider adjusts the luminance or "light" qualities in an image to either darken or lighten the image.

12 Softness

The Softness slider will soften the selected image making it look out of focus.

13 Sepia

The Sepia control adds a subtle color tint to the image. Use the slider to control the amount of tint applied to the image and the color box to define the color of the sepia that is used.



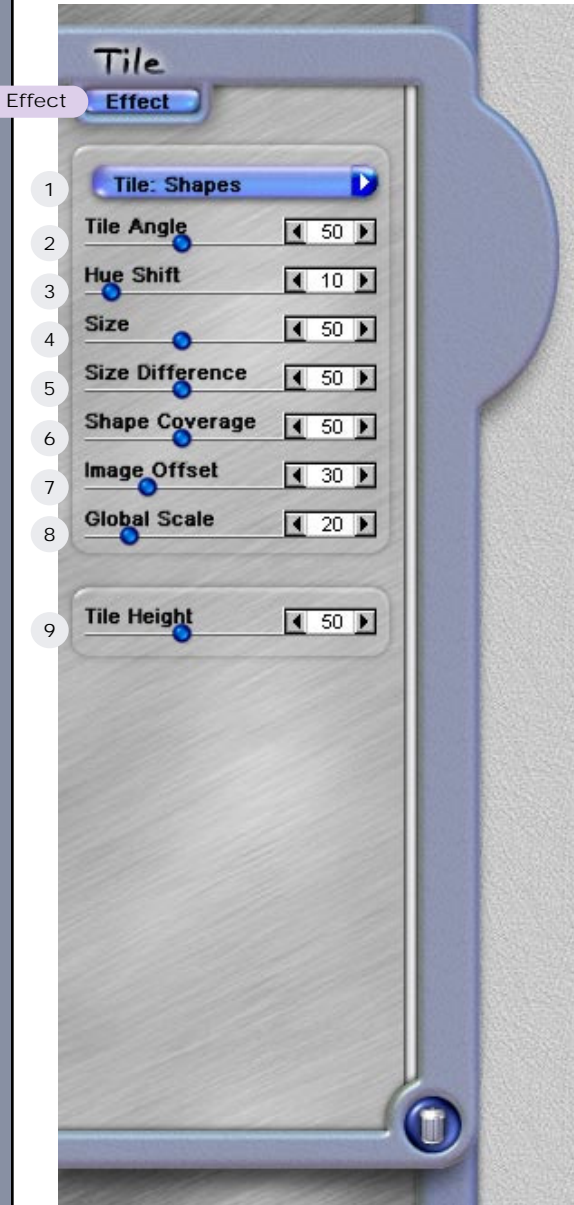
The Transform Effect tool is used extensively in reshaping the strips to form a desired pattern that works with your photo. Use the Transform Effect tool to rotate, scale, stretch and reposition the strips as desired.



Tile - Layout Mode

Add Unique Shapes To Photos

Tile is a creative tool to add depth and dimension to your photos. Apply shapes and unique photo-realistic looks. The Layout mode lets you set up the effect.



Effect Change To Effect Mode

The Change To Effect Mode button will allow you to leave the automatic layout mode and enter into the manual adjustment mode for this effect. **Warning:** If you leave the Layout mode and then return after having made manual adjustments to your effect you will lose all manual effect settings. Use the layout mode to get your effect started and then do not return to this mode.

1 Tile Shapes

The Tile Shapes menu allows you to select the shapes for the tiles that will be used in this effect. From this select each option you would like. Your options are Circular, Rectangular and Triangular. Each shape that is checked in this menu will be used to automatically render the default tile shapes.

2 Tile Angle

The Tile Angle slider controls how much of an angle the default tile shapes are given. The higher the setting the more angled the tiles become in relation to their baseline. The lower the setting the more aligned they become to a horizontal axis.

3 Hue Shift

The Hue Shift control applies a subtle shift of color values for each photo in each tile shape. This shift helps to differentiate the tiles and simulate how a real photo cut into tiles may look if different prints from different printers were cut up and overlapped.

4 Size

The Size control sets how large the tiles are when first generated. The smaller the size the more tiles you will see generated. Use the Size and the Shape Coverage controls to define how large and to what degree the tiles cover your image area.

5 Size Difference

The Size Difference control defines how much variety in difference there is between the smallest and the largest tiles that are generated. The Size Difference control lets you establish how much of a difference there is between the smallest and largest size tile.



6 Shape Coverage

The Shape Coverage control sets how many tile shapes are stacked on top of each other to cover the image area. The higher the setting the more tiles get generated and stacked on top of each other to form the image.

7 Image Offset

The Image Offset control allows you to offset the image inside all the tiles on a global basis. The higher the setting on this control the more the image is offset. You can manually shift an image's position by using the Transform Photo tool.

8 Global Scale

The Global Scale control defines the size of the effect as it is applied to the image. Use this control to scale the size of the effect on a constrained basis.

9 Tile Height

The Tile Height control defines the shading for the tiles and how high they appear to be off of the background and in relation to other tiles.

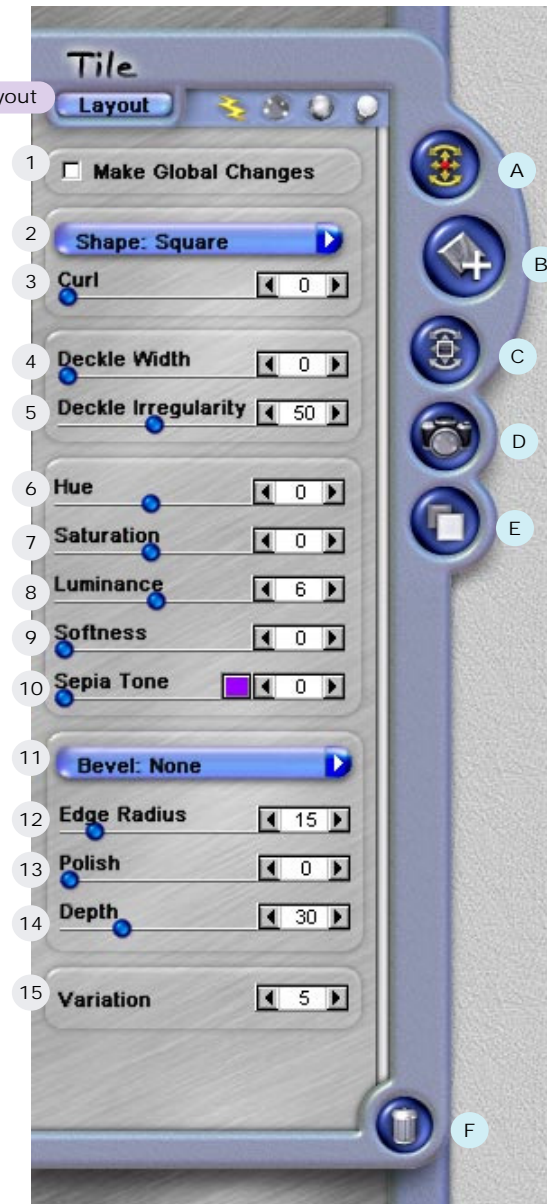


Tile - Effects Tab

Add Unique Shapes To Photos

Tile is a creative tool to add depth and dimension to your photos. Apply shapes and unique photo-realistic looks.

Layout



Layout Change To Layout Mode

The Change To Layout Mode button will allow you to change the automatic setup controls of the effect. **Warning:** You will lose all manual effect settings whenever you adjust any of the automatic controls located in the Layout mode.

A Transform Effect

The Transform Effect tool allows you to Select, Move, Scale, Stretch and Rotate effects.

- To Move an effect click to select it and then place the cursor on the inside of transformation box surrounding the effect and the cursor will display a four sided arrow. Once this cursor is displayed click and drag to move the effect to a new location.
- To Scale place the cursor on one of the corners of the transformation box and it will change to an angled double sided arrow - click and drag to scale (hold the shift key down to constrain the scale to proportional dimensions).
- To Rotate place the cursor outside of any of the box corner handles and the cursor will display a curved arrow - click and drag the box to the desired angle and release the mouse.
- To Stretch an effect move the cursor over the box sides and a double sided arrow will appear. Click and drag to stretch the effect in the desired direction and proportion.

B Clone Effect

The Clone Effect tool is used to create new effects that are based on the currently selected effect or if no effect is selected, from the default effect settings. Click onscreen with this tool and a copy of the currently selected effect will be cloned.

C Transform Photo

The Transform Photo tool allows you to Select, Move, Scale, Stretch and Rotate photos that are part of an effect.



- To Move a photo and reposition it inside the effect use this tool by moving the cursor to the inside of transformation box surrounding the photo and the cursor will display a four sided arrow - once this cursor is displayed click and drag to move the photo.

- To Scale the photo place the cursor on one of the corners of the transformation box and it will change to an angled double sided arrow - click and drag to scale (hold the shift key down to constrain the scale to proportional dimensions).

- To Rotate place the cursor outside of any of the box corner handles and the cursor will display a curved arrow - click and drag the box to the desired angle and release the mouse.

D Load Photo

The Load Photo tool is used to replace an image that is inside of an effect. When new effects are created they automatically create a copy of the original image into the effect. In most cases you will want to load in another image instead. With this tool selected click over the photo area inside the effect and you will be shown a small onscreen menu that allows you to load a new image, turn the image area transparent or reload the original image.

E Adjust Up or Down

The Adjust Up or Down control moves the selected portion of the effect over or under another part of the effect. In the case of Tile the selected tile will be moved under or over another tile. Use the Edit Menu > Bring To Front and Send To Back command in conjunction with this tool.

F Delete

The Delete tool is used to delete effects, paths and ellipses. Select this tool and then click over the item you want to delete. When this tool is active you are shown all effect ellipses and paths from all tools you have used.

1 Make Changes Global

The Make Changes Global checkbox when activated will apply any control changes you make to the entire effect altering all elements that are affected by the control you are working with. This is useful if you desire to adjust, for example, the Curl on all tiles on a global basis. You may uncheck or check this as many times as you like and your settings will be preserved.

2 Shape

The Shape menu allows you to change the selected tile to a different shape. To use this control select a tile with the transform effect tool and then select a shape from the Shape menu.

3 Curl

The Curl control shades the edges and curls the edges of the tiles to give them additional depth.

4 Deckle Width

The Deckle Width control is used to apply a deckled edge along the tile to simulate the tile having been ripped versus cut. The higher the setting the wider the deckle becomes.

5 Deckle Irregularity

The Deckle Irregularity control will make the deckle edges more or less irregular. The higher the setting the more irregular and varied the edges of the deckle become.

6 Hue

The Hue color slider shifts the color values of the image across a color spectrum. This control allows you to shift the colors of the artwork while not affecting the lightness or saturation.

7 Saturation

The Saturation slider makes the colors in the image more or less vibrant. This control is useful for making an images colors pop while not affecting the overall tone or lightness.

8 Luminance

The Luminance slider adjusts the luminance or "light" qualities in an image to either darken or lighten the image.

9 Softness

The Softness slider will soften the selected image making it look out of focus.

14 Sepia

The Sepia control adds a subtle color tint to the image. Use the slider to control the amount of tint applied to the image and the color box to define the color of the sepia that is used.

11 Bevel Type Menu

The Bevel Type menu allows you to select a bevel style that will be applied to the selected tile. Adding a bevel to the tile will enable you to give the tile more depth and a unique appearance.

12 Edge Radius

The Edge Radius slider adjusts the angle and sharpness of the bevel edge. Use this control with Polish and Bevel Depth sliders to refine the look of the depth effect.

13 Polish

The Polish slider rounds and smoothes the angles of the bevel making them softer with gentle curves versus sharp angles. Use this control with the Edge Radius and Bevel Depth sliders to refine the look of the depth.

14 Depth

The Depth slider changes the height of the bevel. Stronger settings make the bevel appear to have more height and depth. Use this control with the Edge Radius and Polish Curvature sliders to refine the look of the depth effect.

15 Variation

Variation controls the random generation of settings used to create each effect's distinctive patterns. If you are using the Deckle irregularity control, for example, the pattern of irregularity would be varied each time you adjusted the variation control.

Tile Guide

Some Creative Examples of Tile

Tile has hundreds of creative options to explore. We recommend exploring with the Global Effects tab to set the general look of the effect and then moving to the other tabs to refine the specific characteristics of the individual tiles. Tile allows you to select and adjust individual tiles or to make your changes affect the entire set of tiles by using the Make Changes Global checkbox.

Once you have established the general characteristics of the effect try selecting and moving around the tiles, transforming them and then adjusting the photos inside each tile (use the Transform Photo tool to move the photos inside each tile shape).



Tile with Deckle Width and Irregularity applied using the Make Global Changes command checked on.



Tile with Carved Bevel applied using the Make Global Changes command checked on.



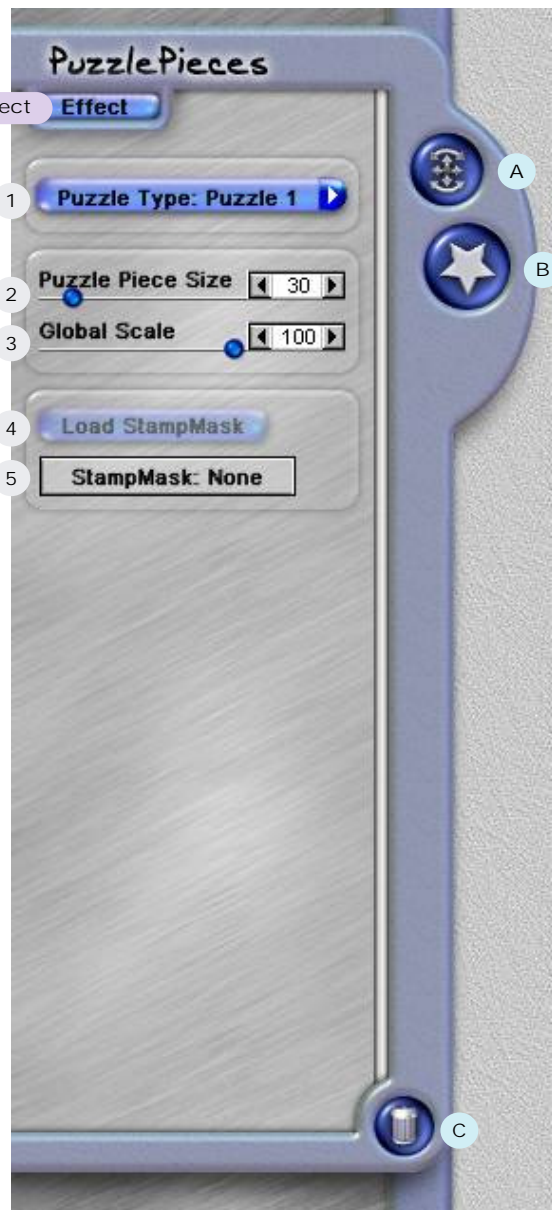
Tile with Hue applied to individual tiles selected with the Transform Effect tool.



Puzzle Pieces - Layout Mode

Turn Your Photos Into Puzzles

Puzzle Pieces is a very powerful and fun to use effect that lets you turn your photos into artistic puzzles. You may add Stamp shapes and rearrange the puzzle shapes as desired for unique looks.



A Transform Stamp Mask

The Transform Stamp Mask tool allows you to transform a Stamp Mask that you have loaded into the layout. The Transform Stamp Mask tool uses the standard Transform tool controls to allow you to rotate, scale and position the stamp as desired. Use this tool to select a Stamp Mask so you may change the Stamp Mask using the Load Stamp Mask button.

B Clone Stamp Mask

The Clone Stamp Mask tool allows you to place Stamp Masks down on the Puzzle Piece layout and clone copies of currently selected Stamp Masks. Once you have placed a Stamp Mask on the layout use the Load Stamp Mask button to load in a stamp mask shape. Use the Transform Stamp Mask tool to select and position the Stamp Mask as desired.

C Delete Stamp Mask

The Delete Stamp Mask tool is used to delete any Stamp Mask you have placed on the layout.

Effect Change To Effect Mode

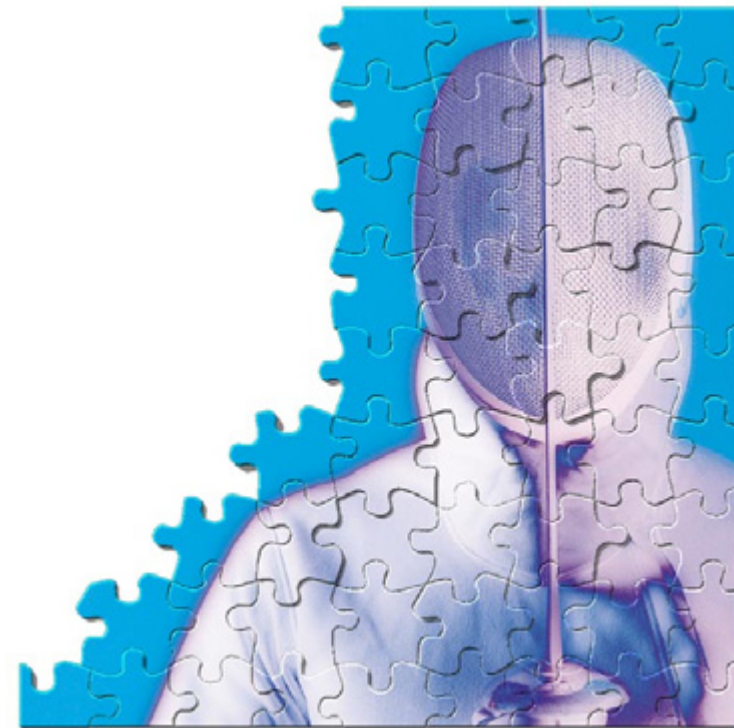
The Change To Effect Mode button will allow you to leave the automatic layout mode and enter into the manual adjustment mode for this effect. **Warning:** If you leave the Layout mode and then return after having made manual adjustments to your effect you will lose all manual effect settings. Use the layout mode to get your effect started and then do not return to this mode.

1 Puzzle Type Menu

The Puzzle Type menu allows you to select from the different types of puzzle patterns available in the Puzzle Pieces effect. Each Puzzle Type has a unique repeating pattern that is applied to the photo to create the effect.

2 Puzzle Piece Size

The Puzzle Piece Size control defines how large the puzzle pieces are on the photo. The larger the pieces, the fewer of them are used to create the effect.



3 Global Scale

The Global Scale control defines the size of the effect as it is applied to the image. Use this control to scale the size of the effect on a constrained basis.

4 Load Stamp Mask

The Load Stamp Mask button is active once you use the Clone Stamp Mask tool to place a Stamp Mask effect on the layout. Once you have placed a Stamp Mask the button becomes available. Click the button to access the installed library of Stamp Masks or select a Stamp Mask of your own. You may load in a different Stamp Mask into each Stamp Mask you place on the layout using the Clone Stamp Mask tool. Use the Transform Stamp Mask tool to first select the Stamp Mask and then use the Load Stamp Mask button to apply the desired Stamp Mask into the selected object.

5 Selected Stamp Mask

The Selected Stamp Mask displays the name of the currently selected Stamp Mask that you have loaded into the effect.



Puzzle Pieces - Effects Tab

Customize The Puzzle Pieces

The Effects Tab of Puzzle Pieces allows you to customize the various aspects of the Puzzle Pieces.

Layout Change To Layout Mode

The Change To Layout Mode button will allow you to change the automatic setup controls of the effect. **Warning:** You will lose all manual effect settings whenever you adjust any of the automatic controls located in the Layout mode.

A Transform Puzzle Piece

The Transform Puzzle Pieces tool allows you to Select, Move and Rotate effects. You may not, however, scale the pieces.

- To Move an effect click to select it and then place the cursor on the inside of transformation box surrounding the effect and the cursor will display a four sided arrow. Once this cursor is displayed click and drag to move the effect to a new location.

- To Rotate place the cursor outside of any of the box corner handles and the cursor will display a curved arrow - click and drag the box to the desired angle and release the mouse.

B Load Photo

The Load Photo tool is used to replace an image that is inside of an effect. When new effects are created they automatically create a copy of the original image into the effect. In most cases you will want to load in another image instead. With this tool selected click over the photo area inside the effect and you will be shown a small onscreen menu that allows you to load a new image, turn the image area transparent or reload the original image.

C Transform Photo

The Transform Photo tool allows you to Select, Move, Scale, Stretch and Rotate photos that are part of an effect.

- To Move a photo and reposition it inside the effect use this tool by moving the cursor to the inside of transformation box surrounding the photo and the cursor will display a four sided arrow - once this cursor is displayed click and drag to move the photo.



- To Scale the photo place the cursor on one of the corners of the transformation box and it will change to an angled double sided arrow - click and drag to scale (hold the shift key down to constrain the scale to proportional dimensions).

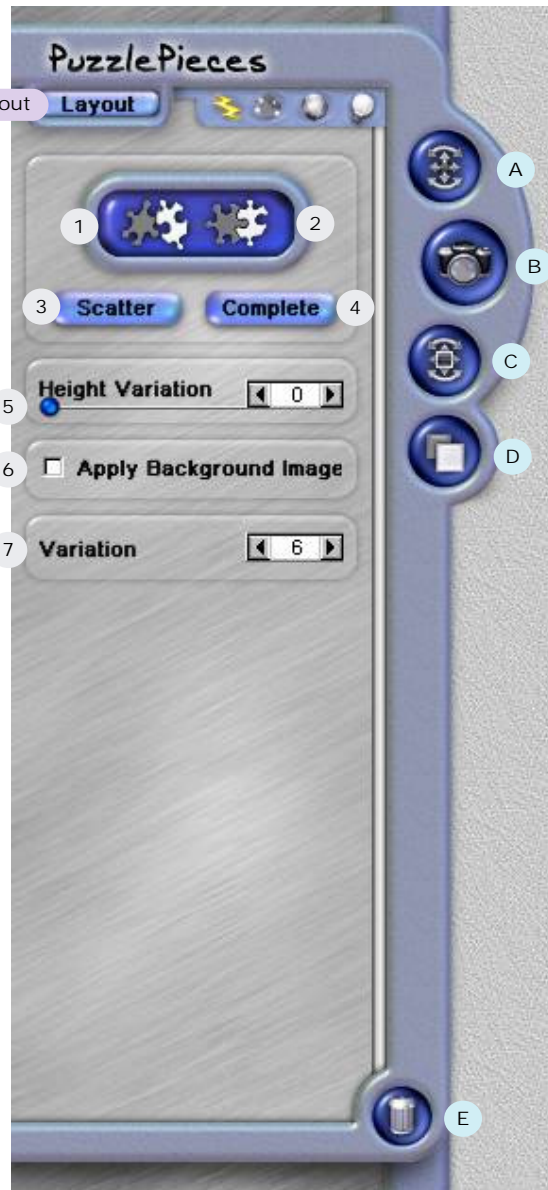
- To Rotate place the cursor outside of any of the box corner handles and the cursor will display a curved arrow - click and drag the box to the desired angle and release the mouse.

D Adjust Up or Down

The Adjust Up or Down control moves the selected portion of the effect over or under another part of the effect. In the case of Puzzle Pieces the selected Puzzle Piece will be moved under or over another Puzzle Piece that has been lifted from the main puzzle. Use the Edit Menu > Bring To Front and Send To Back command in conjunction with this tool if desired.

E Delete

The Delete tool is used to delete effects, paths and ellipses. Select this tool and then click over the item you want to delete. When this tool is active you are shown all effect ellipses and paths from all tools you have used.



1 Scatter Tool

The Scatter Tool allows you to click on any interlocked piece of puzzle and break it apart from the whole using a random scattered placement. When you click on the piece it will be lifted from the puzzle and set down at another location.

2 Complete Tool

The Complete Tool allows you to click on either a puzzle piece that has been lifted from the main puzzle and moved or click on the hole in the puzzle and it completes that part of the puzzle by placing the missing piece in the puzzle hole where it belongs.

3 Auto Scatter

The Auto Scatter button will take a puzzle and break it apart into pieces that are randomly scattered around. After the pieces are scattered you can use the Complete Tool to selectively assemble the puzzle back together again one piece at a time.

4 Auto Complete

The Auto Complete button will take a puzzle that is broken apart and reassemble it back together again. After a puzzle is assembled together you can use the Auto Scatter tool to selectively scatter parts of the puzzle or use the Transform tool to manually move and position the pieces as desired.

5 Height Variation

The Height Variation controls the global variation of all the pieces and how well interlocked they are. The Height Variation control when set to a higher setting will make the pieces look as though they are not locked down tightly. Lower settings using this control make the puzzle appear smoother with less variation on the puzzle piece interlocking height.

6 Apply Background Image

When the Apply Background Image checkbox is on the background image behind the selection will show up in the preview and will also apply as part of the effect.

7 Variation

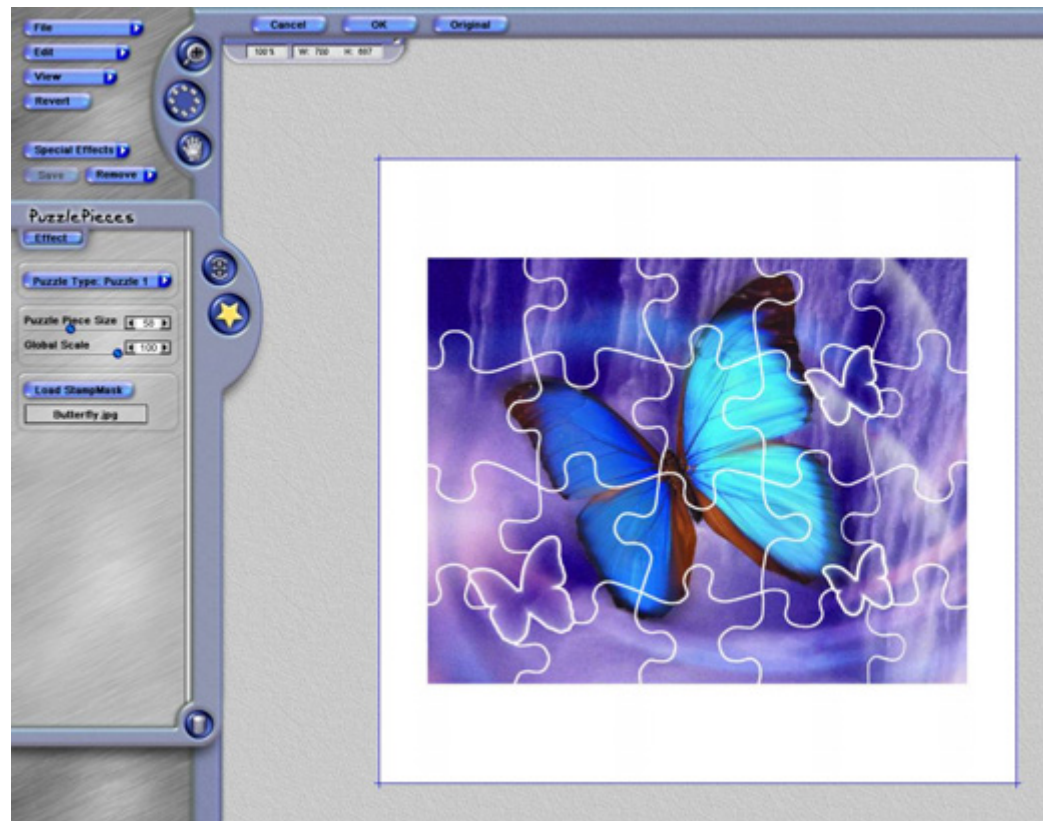
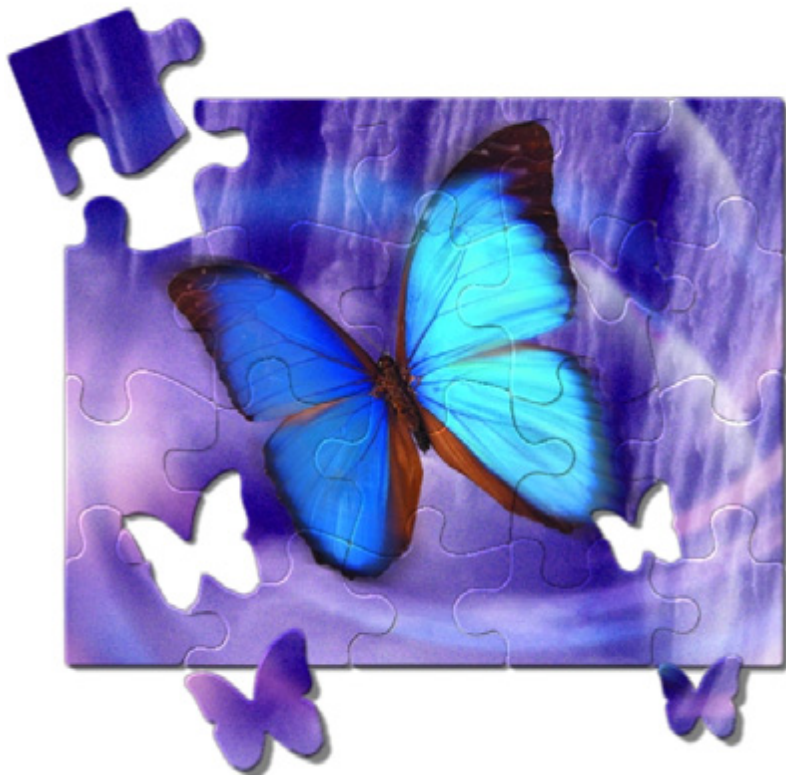
Variation controls the random generation of settings used to create each effect's distinctive patterns. If you are using the Deckle irregularity control, for example, the pattern of irregularity would be varied each time you adjusted the variation control.



Puzzle Pieces Guide

How to Use Stamp Masks

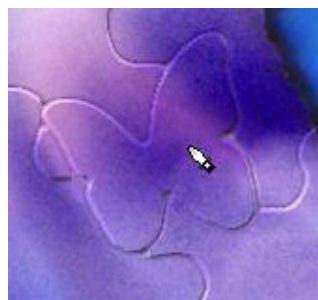
The Stamp Mask feature in Puzzle Pieces allows you to load in custom shapes that can be used as part of a puzzle design. You can use any of the pre-created shapes that are included with Puzzle Pieces or you can load up a shape of your own design.



While in the Layout Mode the Stamp Mask tool is used to place a custom mask on the puzzle layout. This custom mask is a grayscale .jpg file with the white area serving as the shape. Once the butterfly Stamp Mask is loaded the Shape Mask tool is used again to clone the butterfly in two more locations. The clones are reduced in size and positioned using the Transform Stamp Mask tool.



Use the Complete tool to merge pieces back into the main puzzle.





Plastic Wrap

Wrap Your Graphics In Plastic Wrap

A Tension Line

The Tension Line tool is used to create and modify tension lines that form the stretched wrinkles in the plastic.

B Delete

The Delete tool is used to delete effects, paths and ellipses. Select this tool and then click over the item you want to delete. When this tool is active you are shown all effect ellipses and paths from all tools you have used.

1 Tension Tint

The Tension Tint control places a subtle highlight tint color on the tension areas of the plastic surface.

2 Tension Color

The Tension Color control defines the color of the tension highlights on the plastic surface.

3 Press Tint

The Press Tint control defines the color of the tension area where the selection lines are drawn. This is the area where the object in the photo is pressed against the plastic surface.

4 Wrinkles

The Wrinkles control defines how many wrinkles there are on the effect. The higher the amount, the more wrinkles are rendered.

5 Bulge

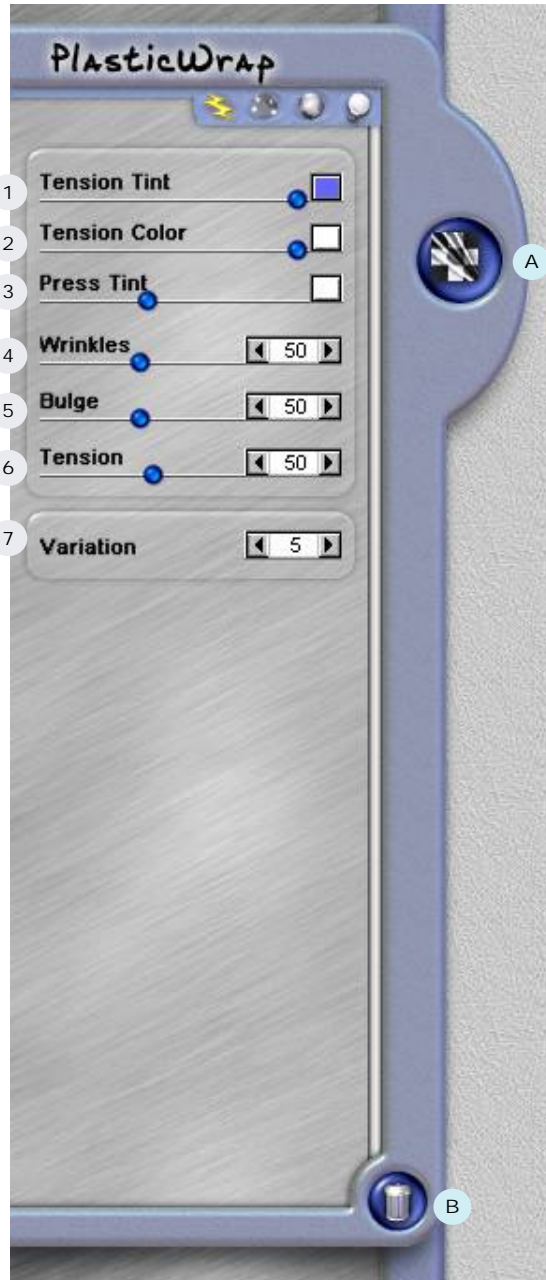
The Bulge control defines how much the tension area where the selection lines are drawn bulges outward.

6 Tension

The Tension control defines how tightly the plastic is stretched.

7 Variation

Variation controls the random generation of settings used to create each effect's distinctive patterns.



Plastic Wrap Guide

How to Setup and Use Plastic Wrap

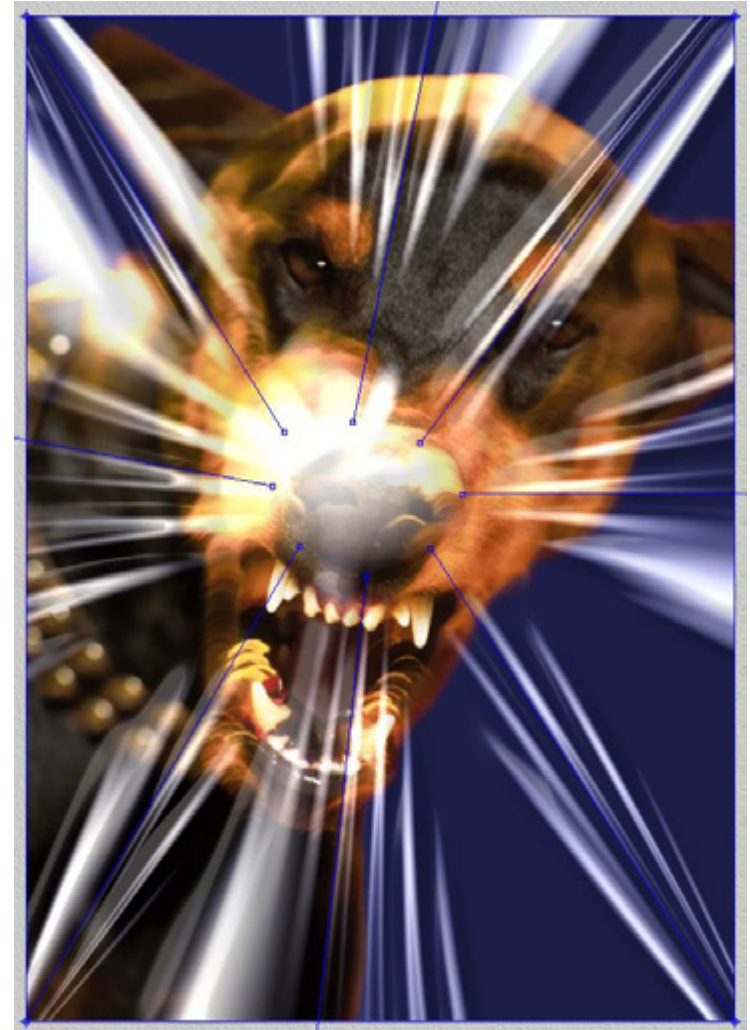
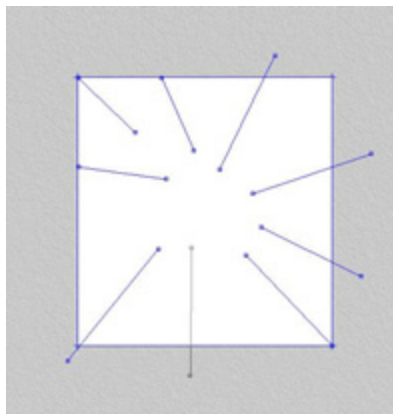
Setting up your files to use in Plastic Wrap is easy. You must first make a selection on your photo where you want the tension area, or in other words, where the subject in the photo pushes against the plastic to cause tension wrinkles and bulges in the plastic.

Typically you can use a lasso tool in Photoshop to create a rough selection around the area. After you make the selection, add a slight feather to the selection using the Feather filter in Photoshop. This softens the selection for the best results.



Adjust the Tension Lines

The Tension Lines define where the plastic wrinkles under the tension of the object pressing against the plastic. Select the Tension Line tool and then adjust the tension lines by dragging them around and adjusting each end as desired. Select an end by clicking and dragging on it. This changes the angle of the tension line.



Plastic Wrap is a very realistic and powerful effect. It does require you to use a photo with the right subject matter and perspective of the subject to get the desired realistic effect.



Photo Press

Press Photos Down Into The Background

Photo Press takes a masked section of a photo and presses it down into the background area around the selection creating the illusion of depth.

A Add Bulge Brush

The Add Bulge brush is used to lift up the image in a localized area. Use the Depth slider to control the amount of the Bulge. This brush is useful for touching up areas around your image to help add to the illusion of depth.

B Iron Brush

The Iron brush affects the wrinkles on the image in a localized area that you brush over. As you brush the image reverts back to its former self.

The Brush Opacity control defines how much influence the brush has on the image. The more opaque the brush, the more influence it has. The more transparent the less result you will see when brushing with this tool. Increase the size of the brush to affect a larger area with this tool.

C Brush Opacity

The Brush Opacity controls how much influence the brush based tools have on the image when you use them. Higher, more opaque settings provide more results and lower, semi-transparent settings reduce the results.

F Brush Size

Click on this small horizontal slider to access the brush size control. As you adjust the size control you will be shown a brush attributes window. The brush attributes window displays the actual size, opacity and feather attributes of the brush as they will be applied when you brush.

G Brush Feather

Click on this small vertical slider to access the brush feather control. As you adjust the feather control you will be shown a brush attributes window. The brush attributes window displays the actual size, opacity and feather attributes of the brush as they will be applied when you brush.



1 Edge Softness

The Edge Softness slider controls the depth that is applied to the selected part of the image that is being pressed down into the background.

2 Depth

The Depth slider controls the height and depth of the wrinkles and overall impression the selected parts of the photo makes on the background.

3 Wrinkle

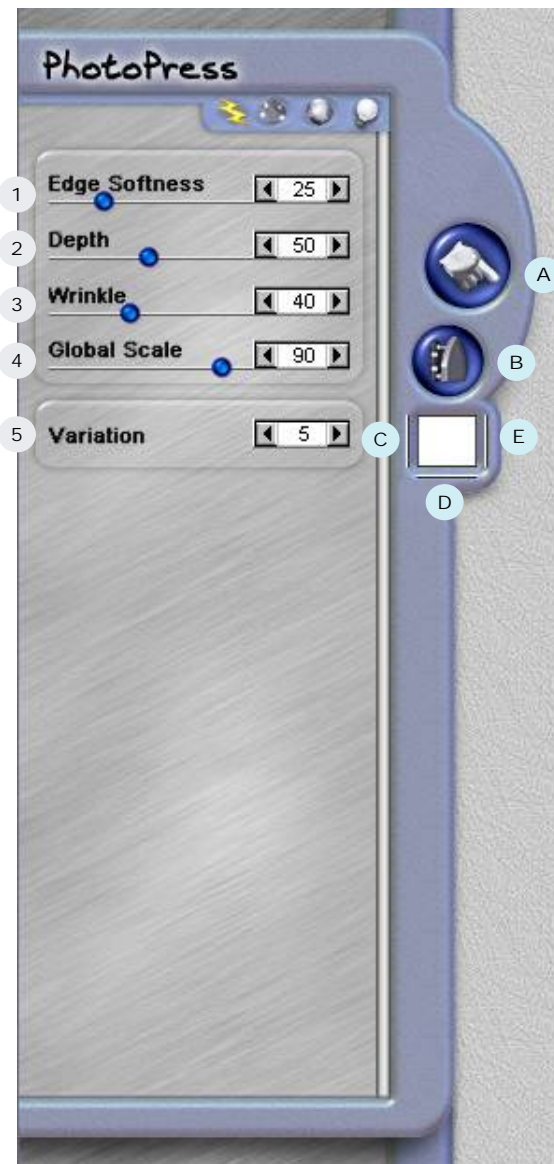
The Wrinkle slider controls how many wrinkles appear on the effect. Use this control in conjunction with the Depth control to define the characteristics of the wrinkles.

4 Global Scale

The Global Scale control defines the size of the effect as it is applied to the image. Use this control to scale the size of the effect on a constrained basis.

5 Variation

Variation controls the random generation of settings used to create each effect's distinctive patterns. Changing the Variation value for the effect will provide a unique look each time the setting is changed.



PhotoPress Setup

How to Setup and Use PhotoPress

Before you use PhotoPress you need to setup your Photoshop document with a selection around the portion of the image that you want to apply the pressed look to.



Once you have a selection around the part of the photo you want to press in the background you can run DreamSuite PhotoPress and apply the effect. You should have the photo and the background on the same layer.



Wrinkle

Apply Photo-Realistic Wrinkles

Wrinkle is a fun effect that lets you wrinkle and add depth to your images. You may interactively brush and smooth out wrinkles and depth as desired.



A Wrinkle Brush

The Wrinkle brush allows you to selectively brush on wrinkles to the surface of the photo and to push your photo edges in to form wrinkles.

B Crinkle Brush

The Crinkle Brush pushes the photo wrinkles down into the photo surface. Use the brush controls to adjust the strength of this effect.

C Iron Brush

The Iron brush affects the wrinkles on the image in a localized area that you brush over. As you brush the image reverts back to its former self.

D Brush Opacity

Click on this vertical slider area to access the brush opacity control. As you adjust the feather control you will be shown a brush attributes window. The brush attributes window displays the actual size, opacity and feather attributes of the brush as they will be applied when you brush.

E Brush Size

Click on this small horizontal slider to access the brush size control. As you adjust the size control you will be shown a brush attributes window. The brush attributes window displays the actual size, opacity and feather attributes of the brush as they will be applied when you brush.

Adjusting the Brush Opacity, Size and Feather are essential to getting good results with Wrinkle.

F Brush Feather

Click on this small vertical slider to access the brush feather control. As you adjust the feather control you will be shown a brush attributes window. The brush attributes window displays the actual size, opacity and feather attributes of the brush as they will be applied when you brush.

1 Pre-Wrinkle

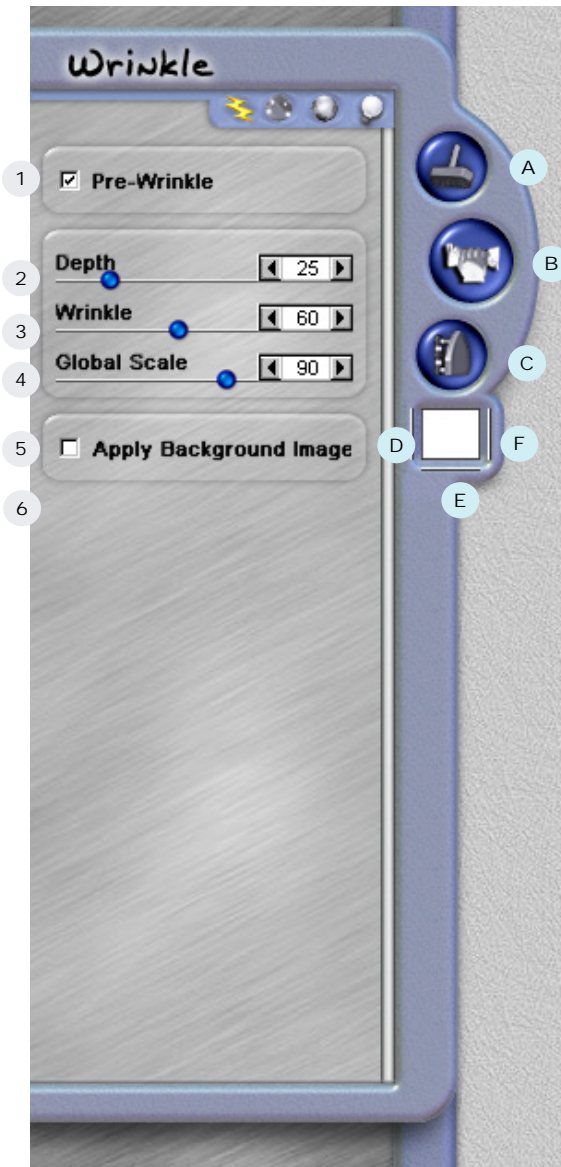
The Pre-Wrinkle checkbox turns on or off the automatic wrinkle feature. With this option turned on use the Variation control to change the pattern of the automatic wrinkle.

2 Depth

The Depth slider controls how deep and high the wrinkles appear on the surface of the image.

3 Wrinkle

The Wrinkle slider controls how many wrinkles are applied on the surface of the effect. The higher the setting the more wrinkles you will see and the tighter in proximity the wrinkles become to one another.



4 Global Scale

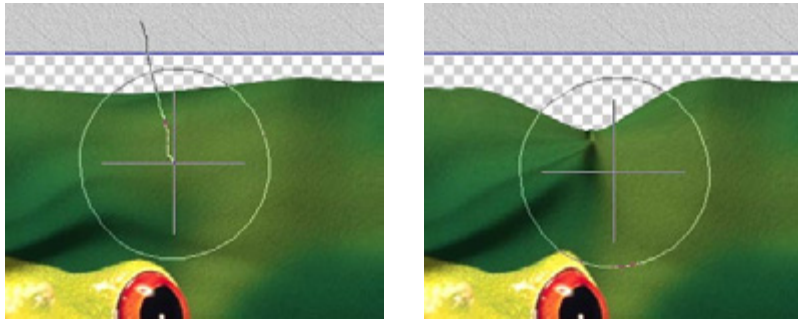
The Global Scale control defines the size of the effect as it is applied to the image. Use this control to scale the size of the effect on a constrained basis.

5 Apply Background Image

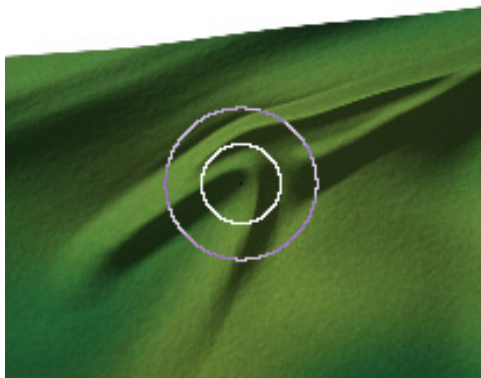
When the Apply Background Image option is on the background image behind the selection will show up in the preview and will also apply as part of the effect.

6 Variation

Variation controls the random generation of settings used to create each effect's distinctive patterns. Changing the Variation value for the effect will provide a unique look each time the setting is changed.



Use the Crinkle tool on both the edges of the image and on the surface. Use the brush controls to lower the opacity for a reduced effect.



The Wrinkle brush can generate dozens of different types of wrinkles depending on the Brush Control and Depth control settings.

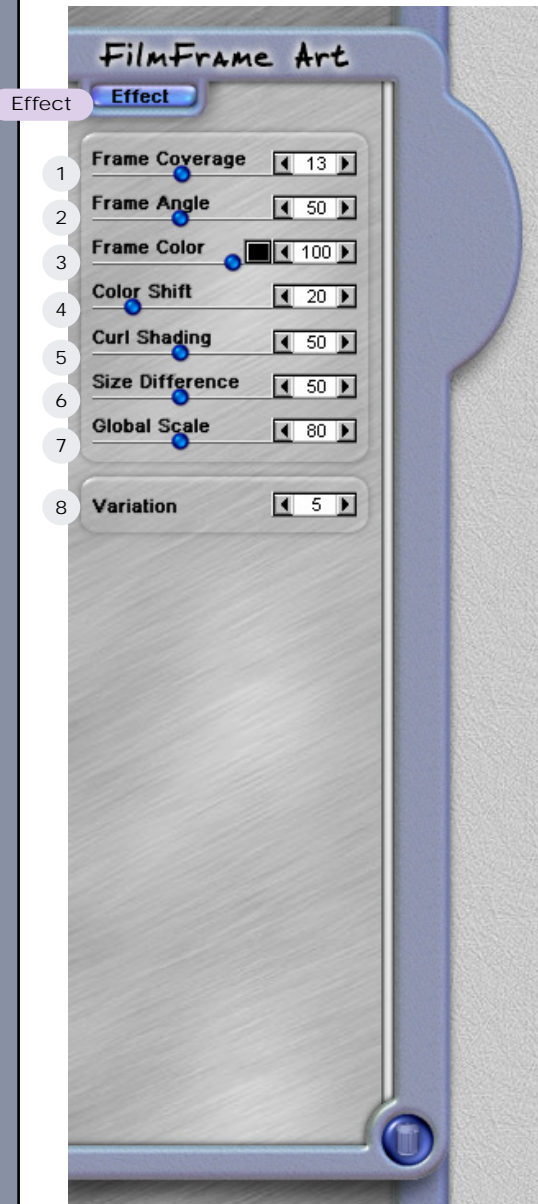




FilmFrame Art - Layout Mode

Create Art Collages of Different Film Frames

Use FilmFrame Art to combine multiple film frame types into a single collage using a single or multiple photos developed into each film frame.



Effect Change To Effect Mode

The Change To Effect Mode button will allow you to leave the automatic layout mode and enter into the manual adjustment mode for this effect. **Warning:** If you leave the Layout mode and then return after having made manual adjustments to your effect you will loose all manual effect settings. Use the layout mode to get your effect started and then do not return to this mode.

1 Frame Coverage

The Frame Coverage control defines how many frames are created on the layout.

2 Film Angle

The Film Angle slider changes the orientation of the frames to give all frames an angle. The higher the setting on this control, the more angled the frames become.

3 Frame Color

Frame Color defines the color and opacity for the frames.

4 Color Shift

Color shift will slightly change the colors for each photo that is developed inside each frame.

5 Curl Shading

The Curl Shading control adds depth by curling the film frames and distorting the shadows to simulate curled depth.

6 Size Difference

The Size Difference control changes the difference in size the frames are generated at. The higher the setting the more difference there will be between the frame sizes when they are rendered.

7 Global Scale

The Global Scale control defines the size of the effect as it is applied to the image. Use this control to scale the size of the effect on a constrained basis.



8 Variation

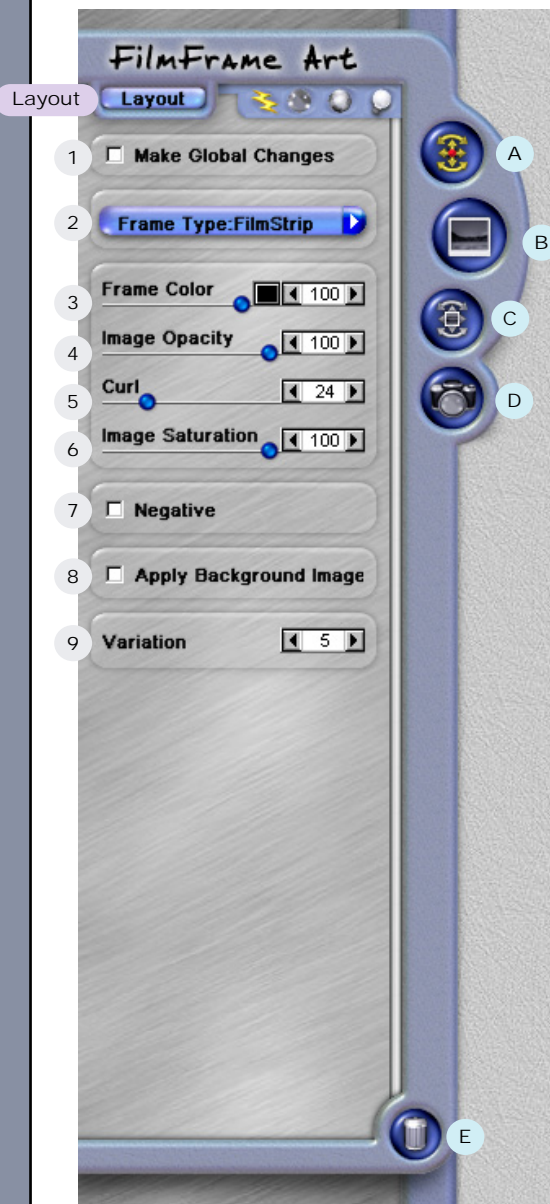
Variation controls the random generation of settings used to create each effect's distinctive patterns. Changing the Variation value for the effect will provide a unique look each time the setting is changed.



FilmFrame Art - Effects Tab

Create Art Collages of Different Film Frames

The Effects Tab allows you to apply customized and localized effect settings to the selected frames.



Layout Change To Layout Mode

The Change To Layout Mode button will allow you to change the automatic setup controls of the effect. **Warning:** You will lose all manual effect settings whenever you adjust any of the automatic controls located in the Layout mode.

A Transform Effect

The Transform Effect tool allows you to Select, Move, Scale, Stretch and Rotate effects.

- To Move an effect click to select it and then place the cursor on the inside of transformation box surrounding the effect and the cursor will display a four sided arrow. Once this cursor is displayed click and drag to move the effect to a new location.
- To Scale place the cursor on one of the corners of the transformation box and it will change to an angled double sided arrow - click and drag to scale (hold the shift key down to constrain the scale to proportional dimensions).
- To Rotate place the cursor outside of any of the box corner handles and the cursor will display a curved arrow - click and drag the box to the desired angle and release the mouse.
- To Stretch an effect move the cursor over the box sides and a double sided arrow will appear. Click and drag to stretch the effect in the desired direction and proportion.

B Clone Effect

The Clone Effect tool is used to create new effects that are based on the currently selected effect or if no effect is selected, from the default effect settings. Click onscreen with this tool and a copy of the currently selected effect will be cloned.

C Transform Photo

The Transform Photo tool allows you to Select, Move, Scale, Stretch and Rotate photos that are part of an effect.



- To Move a photo and reposition it inside the effect use this tool by moving the cursor to the inside of transformation box surrounding the photo and the cursor will display a four sided arrow - once this cursor is displayed click and drag to move the photo.

- To Scale the photo place the cursor on one of the corners of the transformation box and it will change to an angled double sided arrow - click and drag to scale (hold the shift key down to constrain the scale to proportional dimensions).

- To Rotate place the cursor outside of any of the box corner handles and the cursor will display a curved arrow - click and drag the box to the desired angle and release the mouse.

D Load Photo

The Load Photo tool is used to replace an image that is inside of an effect. When new effects are created they automatically create a copy of the original image into the effect. In most cases you will want to load in another image instead. With this tool selected click over the photo area inside the effect and you will be shown a small onscreen menu that allows you to load a new image, turn the image area transparent or reload the original image.

E Delete

The Delete tool is used to delete effects, paths and ellipses. Select this tool and then click over the item you want to delete. When this tool is active you are shown all effect ellipses and paths from all tools you have used.

1 Make Changes Global

The Make Changes Global checkbox when activated will apply any control changes you make to the entire effect altering all elements that are affected by the control you are working with. This is useful if you desire to adjust, for example, the Edge Curl on all strips on a global basis. You may uncheck or check this as many times as you like and your settings will be preserved.

2 Frame Type

The Frame Type menu allows you to change the currently selected frame to another type that you select from the menu.

3 Frame Color

The Frame Color control defines the color that is placed on the currently selected frame. Changing the slider settings reduces or increases the opacity of the frame. Click on the color box to change the color of the frame.

4 Image Opacity

The Image Opacity slider defines the opacity levels for the image inside the frame.

5 Curl

The Curl control shades the Film Frame and distorts the shadows to give the frame additional depth.

6 Image Saturation

The Image Saturation control adjusts the saturation of the image and allows you to reduce the color vibrancy of the image inside the frame.

7 Negative

The Negative checkbox, when activated, makes the selected Film Frame image look as if it were processed as a negative.

8 Apply Background Image

When the Apply Background Image checkbox is on the background image behind the selection will show up in the preview and will also apply as part of the effect.

9 Variation

Variation controls the random generation of settings used to create each effect's distinctive patterns.





DreamSuite Gel Series

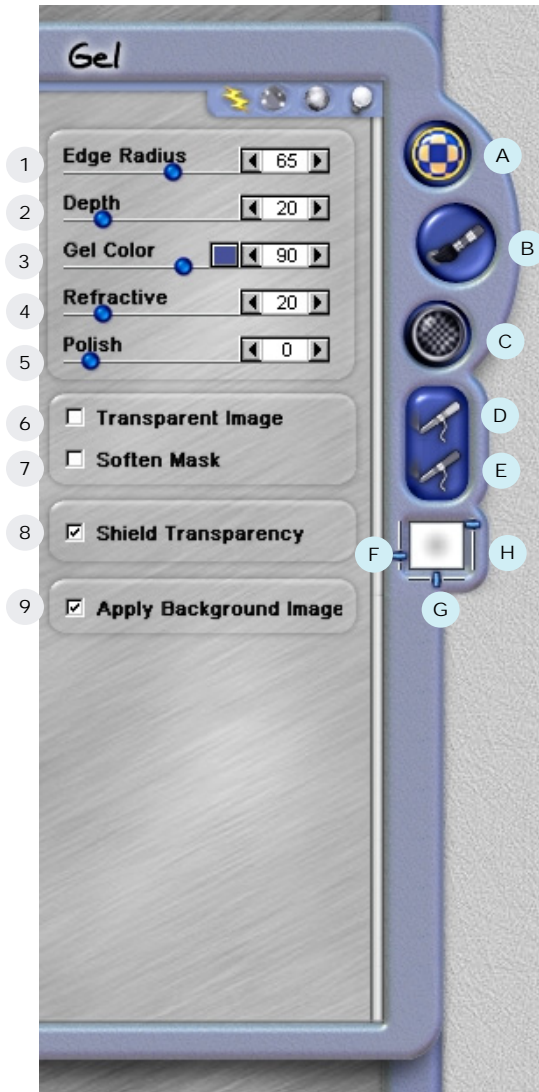
Gel - Gel Mixer - Gel Painter - Liquid Crystal - Crystal Painter



Gel

Fill Artwork With Translucent Gel

Gel lets you flow translucent Gel into your type and graphics and then brush and splatter on Gels to further enhance the effect.



A Bulge Brush

The Bulge Brush will add localized depth to the effect by raising the depth height wherever it is brushed. Use the Brush Opacity, Size and Feather controls to further enhance the Bulge Brush attributes.

B Splatter Brush

Draw with the Splatter brush to create splats of gel along the path. Random splatter shapes will be generated as you draw. Use the brush size, feather and opacity controls to adjust the splats. Remove splats with the Remove Brush.

C Indent Brush

The Indent Brush will add localized depth indentions to the effect by pushing in the effect wherever it is brushed. Use the Brush Opacity, Size and Feather controls to further enhance the Indent Brush attributes.

D Add Brush

The Add Brush will draw the effect from its nozzle using the current slider and menu settings.

E Remove Brush

The Remove Brush will remove the effect that it is brushed over.

F Brush Opacity

Click on this vertical slider area to access the brush opacity control. As you adjust the feather control you will be shown a brush attributes window. The brush attributes window displays the actual size, opacity and feather attributes of the brush as they will be applied when you brush.



Adjusting the Surface Sheen, Lighting and Depth controls are essential to creating a good Gel effect.

G Brush Size

Click on this small horizontal slider to access the brush size control. As you adjust the size control you will be shown a brush attributes window. The brush attributes window displays the actual size, opacity and feather attributes of the brush as they will be applied when you brush.

H Brush Feather

Click on this small vertical slider to access the brush feather control. As you adjust the feather control you will be shown a brush attributes window. The brush attributes window displays the actual size, opacity and feather attributes of the brush as they will be applied when you brush.

1 Edge Radius

The Edge Radius slider adjusts the angle and sharpness of the bevel edge. Use this control with Polish Curvature and Bevel Depth sliders to refine the look of the depth effect.

2 Depth

The Depth slider changes the height of the bevel. Stronger settings make the bevel appear to have more height and depth. Use this control with the Edge Radius and Polish Curvature sliders to refine the look of the depth effect.

3 Gel Color

The Gel color control allows you to control the color and opacity of the gel effect. Reduce the slider to reduce the opacity of the gel. Click on the color box to gain access to the color picker.

4 Refractive

The Refractive slider is used to pull the image into the depth to refract it inside the bevel shape. Typically lower settings with this slider yield the best results.

5 Polish Curvature

The Polish Curvature slider rounds and smoothes the angles of the bevel making them softer with gentle curves versus sharp angles. Use this control with the Edge Radius and Bevel Depth sliders to refine the look of the depth effect.

6 Transparent Image Checkbox

If you desire the effect to treat the artwork as if it were a transparent selection then check this option on. This is useful if you have type on a layer and desire to use the shape of the type, but avoid using the color (black type, for example, influences the color of the gel that is on top of it). By checking this option on the shape of the artwork is used and not the contents inside the shape.

7 Soften Mask Checkbox

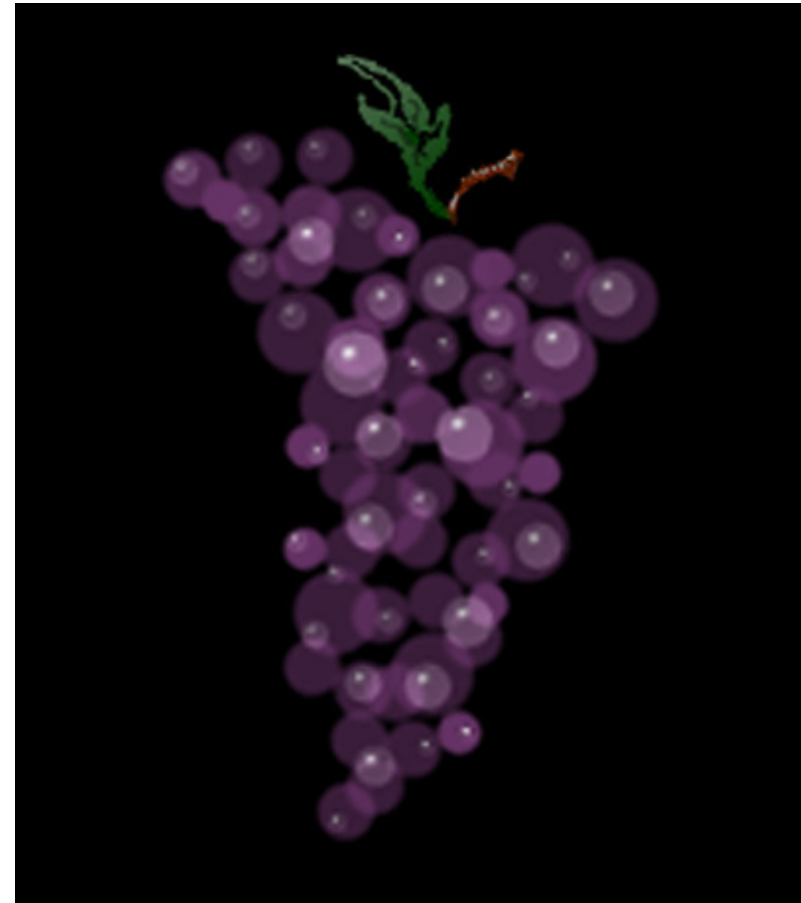
When this option is on the shape of the artwork is slightly softened. This will give the bevel shape a softer appearance around the edges.

8 Shield Transparency

When the Shield Transparency option is checked the effect will only apply to the pixels on the layer and will not affect the transparent areas. Checking this option will change how DreamSuite applies the effect around a selection or on artwork on a layer.

9 Apply Background Image

When the Apply Background Image option is on the background image behind the selection will show up in the preview and will also apply as part of the effect.



This sample was sent to us by artist and beta tester, Hal Woods. It shows how you can use Gel to create some awesome photo-realistic compositions. Hal created a quick restaurant mock-up for us.



Gel Guide

Making Selections With Gel

There are many different ways you can apply gel to your artwork. If you desire to have your gel overlap with each other and interact or if you desire to have gel overlap a background image, use these instructions.

- 1) Place your background photo on a layer
- 2) Place your artwork, type, graphics, etc ... on a layer in Photoshop
- 3) Create a selection around the artwork. On Windows press the Control key down (Command key on the Mac) and click on the layer with the artwork on it. This will make the pixels (or type) on the layer become selected.
- 4) Once the artwork is selected hide the artwork layer and make the background photo layer active.
- 5) Select the DreamSuite plug-in from the Filters menu. You will see the background come into the DreamSuite plug-in. The selection lines will be hidden from view but are still in place. Use the View > View Selection Lines to see the selection lines around your artwork.



To layer gel effects on top of each other or to place a gel look on top of a photo create a selection on your artwork and then bring it into DreamSuite.



In the example above notice how the gel is translucent and shows the background photo. Overlapping different letters and shapes is possible using this method. You must apply each letter onto a layer in Photoshop. In some instances you may need to flatten the layer after applying a few gell effects before you apply the top effects.

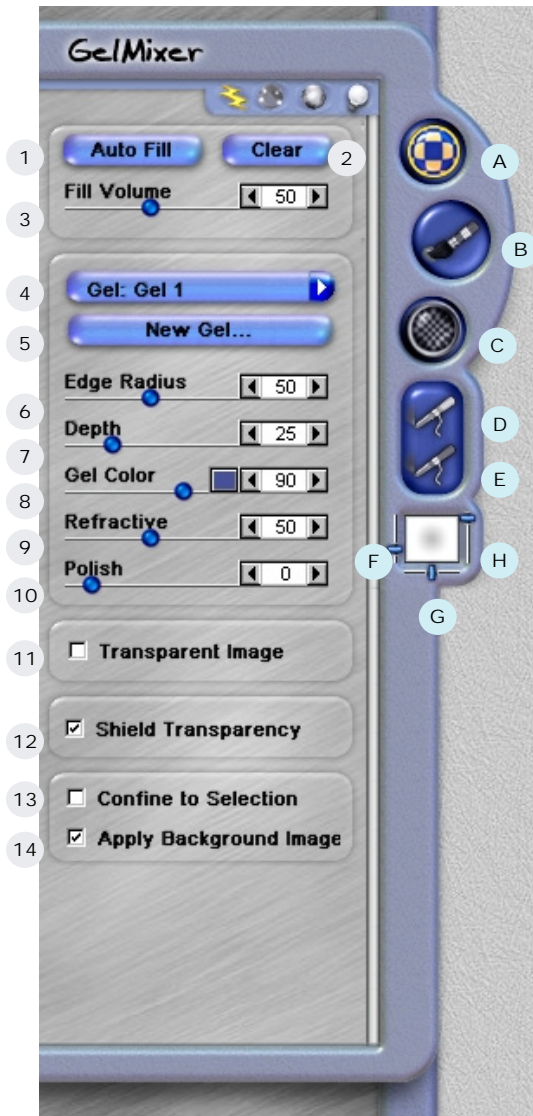




Gel Mixer

Mix Gels Into Your Type and Graphics

Flow and mix gels into your favorite designs with Gel Mixer. Combine multiple gel looks together as you brush on this effect.



A Bulge Brush

The Bulge Brush will add localized depth to the effect by raising the depth height wherever it is brushed. Use the Brush Opacity, Size and Feather controls to further enhance the Bulge Brush attributes.

B Splatter Brush

Draw with the Splatter brush to create splats of gel along the path. Random splatter shapes will be generated as you draw. Use the brush size, feather and opacity controls to adjust the splats. Remove splats with the Remove Brush.

C Indent Brush

The Indent Brush will add localized depth indentions to the effect by pushing in the effect wherever it is brushed. Use the Brush Opacity, Size and Feather controls to further enhance the Indent Brush attributes.

D Add Brush

The Add Brush will draw the effect from its nozzle using the current slider and menu settings.

E Remove Brush

The Remove Brush will remove the currently selected Gel effect that it is brushed over.

F Brush Opacity

Click on this vertical slider area to access the brush opacity control. As you adjust the feather control you will be shown a brush attributes window. The brush attributes window displays the actual size, opacity and feather attributes of the brush as they will be applied when you brush.



Adjusting the Brush Opacity, Size and Feather are essential to getting good results with Gel Mixer.

G Brush Size

Click on this small horizontal slider to access the brush size control. As you adjust the size control you will be shown a brush attributes window. The brush attributes window displays the actual size, opacity and feather attributes of the brush as they will be applied when you brush.

H Brush Feather

Click on this small vertical slider to access the brush feather control. As you adjust the feather control you will be shown a brush attributes window. The brush attributes window displays the actual size, opacity and feather attributes of the brush as they will be applied when you brush.

1 Auto Fill

Gel Mixer will automatically mix together Gel 1 and Gel 2 when you press this button. Use the Fill Volume and Clear button along with this control.

2 Clear

This button removes the Auto Mixed gels and lets you start again fresh.

3 Fill Volume

The Fill Volume slider controls how much of Gel 2 will be placed inside Gel 1 when you use the Auto Fill option.

4 Gel

The Gel menu allows you to select the current gel the controls work with. Use this menu to select the gel you desire to paint with. All changes you make to the controls will adjust the currently selected gel attributes and will automatically update the effect wherever you have used the gel.

5 New Gel

Gel Mixer allows you to have as many different gel surfaces as you want. Click this button to create a new gel that will appear under the Gel Menu. After you have created the new Gel you can select this from the Gel menu and then change the attributes (Gel Color, texture maps, etc ...) that the Gel uses when rendering.

6 Edge Radius

The Edge Radius slider adjusts the angle and sharpness of the bevel edge. Use this control with Polish Curvature and Bevel Depth sliders to refine the look of the depth effect.

7 Polish Curvature

The Polish Curvature slider rounds and smoothes the angles of the bevel making them softer with gentle curves versus sharp angles. Use this control with the Edge Radius and Bevel Depth sliders to refine the look of the depth effect.

7 Depth

The Depth slider changes the height of the bevel. Stronger settings make the bevel appear to have more height and depth. Use this control with the Edge Radius and Polish Curvature sliders to refine the look of the depth effect.

8 Gel Color

The Gel color control allows you to control the color and opacity of the gel effect. Reduce the slider to reduce the opacity of the gel. Click on the color box to gain access to the color picker.

9 Refractive

The Refractive slider is used to pull the image into the depth to refract it inside the bevel shape. Typically lower settings with this slider yield the best results.

10 Polish Curvature

The Polish Curvature slider rounds and smoothes the angles of the bevel making them softer with gentle curves versus sharp angles. Use this control with the Edge Radius and Bevel Depth sliders to refine the look of the depth effect.

11 Transparent Image Checkbox

If you desire the effect to treat the artwork as if it were a transparent selection then check this option on. This is useful if you have type on a layer and desire to use the shape of the type, but avoid using the color (black type, for example, influences the color of the gel that is on top of it). By checking this option on the shape of the artwork is used and not the contents inside the shape.

12 Shield Transparency

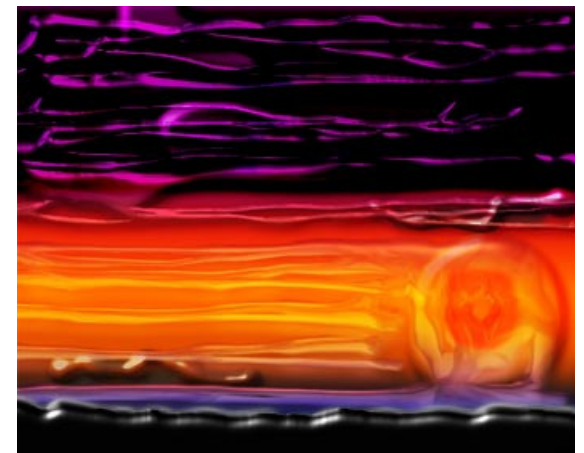
When the Shield Transparency option is checked the effect will only apply to the pixels on the layer and will not affect the transparent areas. Checking this option will change how DreamSuite applies the effect around a selection or on artwork on a layer.

13 Confine to Selection

The Confine to Selection checkbox forces the effect to confine changes to the selection. To allow the effect to apply to the entire image area and not just the selection you must uncheck this box. This option is only available if your image has a selection.

14 Apply Background Image

When the Apply Background Image option is on the background image behind the selection will show up in the preview and will also apply as part of the effect.



Gel Mixer can be used to create some abstract styled artwork.

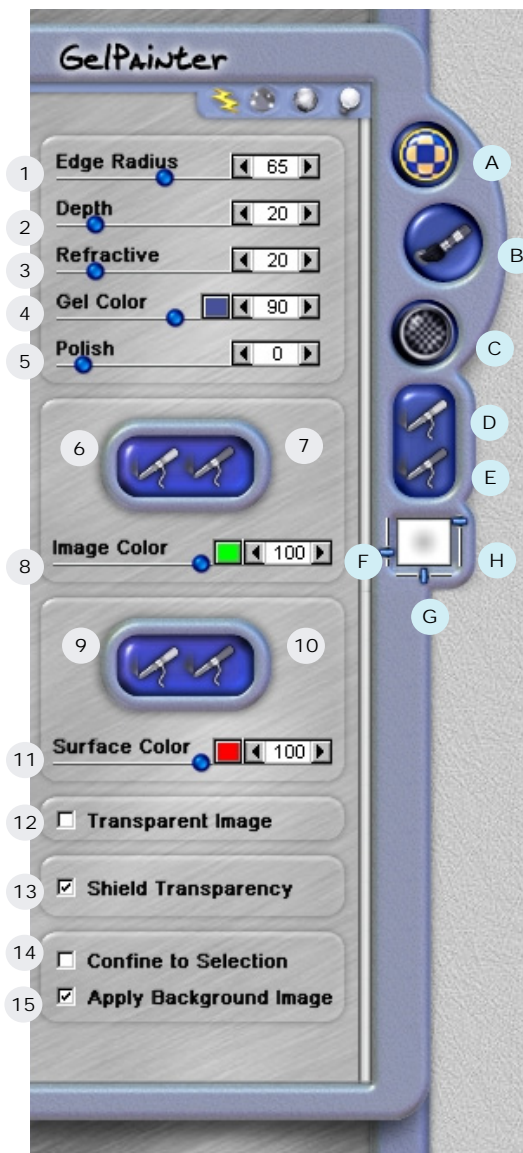
'GrimmerSky', created by Robyn Harton, shows how Gel Mixer can be used as a freeform illustration effect for abstract art.



Gel Painter

Paint On and Under the Gel Effect

Gel Painter lets you apply brushed textures and colors to the gel effect on a localized basis changing the look and feel of the depth.



A Bulge Brush

The Bulge Brush will add localized depth to the effect by raising the depth height wherever it is brushed. Use the Brush Opacity, Size and Feather controls to further enhance the Bulge Brush attributes.

B Splatter Brush

Draw with the Splatter brush to create splats of gel along the path. Random splatter shapes will be generated as you draw. Use the brush size, feather and opacity controls to adjust the splats. Remove splats with the Remove Brush.

C Indent Brush

The Indent Brush will add localized depth indentions to the effect by pushing in the effect wherever it is brushed. Use the Brush Opacity, Size and Feather controls to further enhance the Indent Brush attributes.

D Add Brush

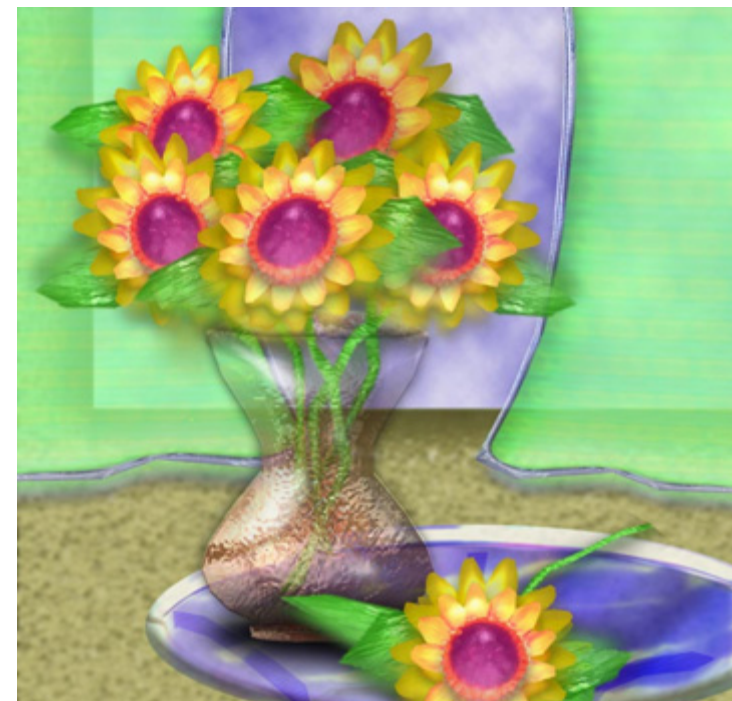
The Add Brush will draw the effect from its nozzle using the current slider and menu settings.

E Remove Brush

The Remove Brush will remove the effect that it is brushed over.

F Brush Opacity

Click on this vertical slider area to access the brush opacity control. As you adjust the feather control you will be shown a brush attributes window. The brush attributes window displays the actual size, opacity and feather attributes of the brush as they will be applied when you brush.



The Image Brush allows you to paint under the gel and refract the paint into the depth of the effect while the Surface Color Brush bends the color around the bevel.

G Brush Size

Click on this small horizontal slider to access the brush size control. As you adjust the size control you will be shown a brush attributes window. The brush attributes window displays the actual size, opacity and feather attributes of the brush as they will be applied when you brush.

H Brush Feather

Click on this small vertical slider to access the brush feather control. As you adjust the feather control you will be shown a brush attributes window. The brush attributes window displays the actual size, opacity and feather attributes of the brush as they will be applied when you brush.

1 Edge Radius

The Edge Radius slider adjusts the angle and sharpness of the bevel edge. Use this control with Polish Curvature and Bevel Depth sliders to refine the look of the depth effect.

2 Depth

The Depth slider changes the height of the bevel. Stronger settings make the bevel appear to have more height and depth. Use this control with the Edge Radius and Polish Curvature sliders to refine the look of the depth effect.

3 Gel Color

The Gel color control allows you to control the color and opacity of the gel effect. Reduce the slider to reduce the opacity of the gel. Click on the color box to gain access to the color picker.

4 Refractive

The Refractive slider is used to pull the image into the depth to refract it inside the bevel shape. Typically lower settings with this slider yield the best results.

5 Polish Curvature

The Polish Curvature slider rounds and smoothes the angles of the bevel making them softer with gentle curves versus sharp angles. Use this control with the Edge Radius and Bevel Depth sliders to refine the look of the depth effect.

6 Add Image Color Brush

Use this brush to paint under the gel onto the background. The brush applies a color that is shown through the gel. You will see how the Gel depth will bend and refract the colors into the depth of the effect. If want to apply the gel to just the area beneath the selection, uncheck the Apply Background Image option and the Gel will be contained inside the selected areas. Use the brush controls to define the opacity, size and feather of this brush. You should note that as the color is applied under the gel effect it will change in appearance as if it were seen through a colored piece of glass. Some experimentation may be required to get the desired color due to the photo-realistic nature of how this effect is generated.

7 Remove Image Color Brush (Red Brush)

Use this brush to remove any paint you have applied using the Add Image Color Brush tool. It will remove the areas you brush over. Use the brush controls to define the opacity, size and feather of this brush.

8 Image Color

The Image Brush color and opacity is set with this control. Lower slider settings apply less of the color while higher settings apply more of the selected color. Use the color box adjacent to the slider to define the color. Click on the color chip and the color picker will appear.

9 Add Surface Color Brush (Green Brush)

Use this brush to paint onto the surface of the gel. The brush applies a color that is shown ontop of the gel. You will see the color bend with the curvature of the depth from the surface as the bevel shapes the depth. If want to apply the gel to just the gel selection, uncheck the Apply Background Image option and the Gel will be contained inside the selected areas. Use the brush controls to define the opacity, size and feather of this brush. You should note that as the color is applied on the surface of the gel effect it will change in appearance as it mixes with the color of the gel surface..

10 Remove Surface Color Brush (Red Brush)

Use this brush to remove any paint you have applied using the Add Surface Color Brush tool. It will remove the areas you brush over. Use the brush controls to define the opacity, size and feather of this brush.

11 Surface Color

The Surface Color Brush color and opacity is set with this control. Lower slider settings apply less of the color while higher settings apply more of the selected color. Use the color box adjacent to the slider to define the color. Click on the color chip and the color picker will appear.

12 Transparent Image Checkbox

If you desire the effect to treat the artwork as if it were a transparent selection then check this option on. This is useful if you have type on a layer and desire to use the shape of the type, but avoid using the color (black type, for example, influences the color of the gel that is ontop of it). By checking this option on the shape of the artwork is used and not the contents inside the shape.

13 Shield Transparency Checkbox

When the Shield Transparency option is checked the effect will only apply to the pixels on the layer and will not affect the transparent areas. Checking this option will change how DreamSuite applies the effect around a selection or on artwork on a layer.

14 Confine to Selection

The Confine to Selection checkbox forces the effect to confine changes to the selection. To allow the effect to apply to the entire image area and not just the selection you must uncheck this box. This option is only available if your image has a selection.

15 Apply Background Image Checkbox

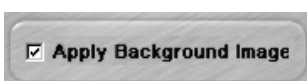
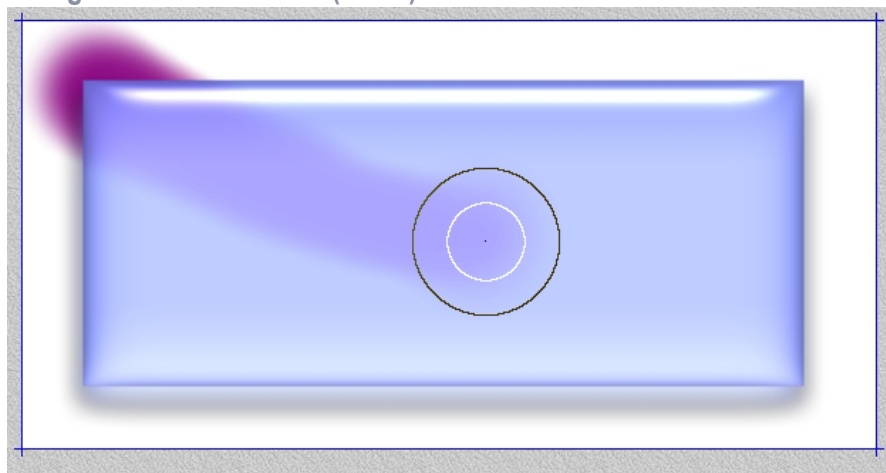
When the Apply Background Image option is on the background image behind the selection will show up in the preview and will also apply as part of the effect.

Gel Painter Guide

Using the Color Brushes

Gel Painter is powerful as it lets you selectively paint colors under or ontop of the gel surface. The following illustrations will show you the difference in how this will look when applied to a simple Gel effect.

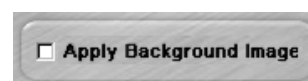
Image Color Brush (Add)



As you use the Image Color Brush it is important to understand how the colors will become dulled and in some cases will shift hues due to being projected 'through' the Gel Color that you have selected. The main Gel Color control can be used to adjust the opacity of the gel effect to allow more of the background image to show through so that the Image Colors are stronger. This does, however, reduce the colors in the Gel effect itself.

A great use for the Image Color Brush is to add highlights around the edges of buttons. Notice in the example above the Apply Background Image checkbox is checked. When this is on you see the Image Color applied outside the selected areas.

Surface Color Brush (Add)



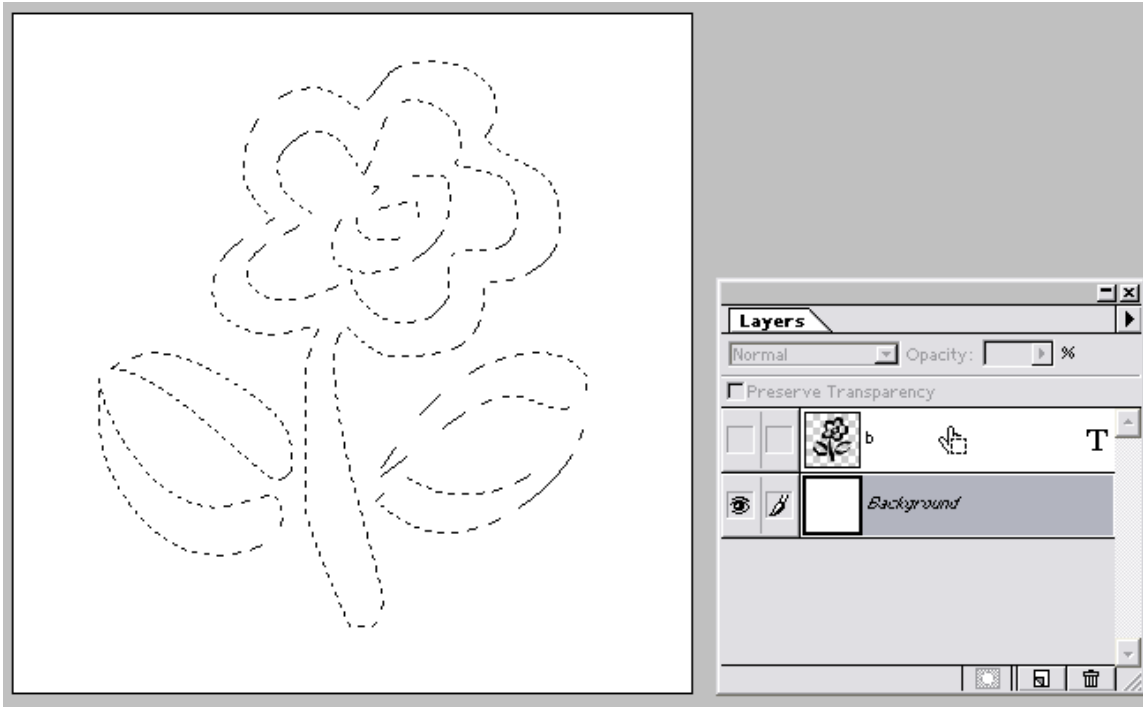
The Surface Color Brush applies a stronger color to the Gel as it is applied ontop of the effect. In most cases the color is shifted due to it being painted just beneath the surface of the gel between the depth and the color layers. You will need to play around with different color settings until you find one that works.

We recommend that you use the Memory Dot feature to capture your effect before applying a stroke so that you can jump back a step to adjust the color or stroke if you are not happy with it.

Setting Up Gel Painter

How to setup the background image

Here are some quick steps on how to setup Gel Painter (and any other Gel Series effects) so you can apply a Gel effect to the background image. With Gel Painter and Crystal Painter it is important to be able to paint under the image selection.



- 1) Set your type or graphic shape on a layer above the background photo. The background can be plain white, a color or a photo.
- 2) Turn off the type/graphic layer (click on the eye icon to hide it)
- 3) Make the background layer the active layer (click on it to highlight the layer)
- 4) Hold down the Control Key and click over the type/graphic layer (Command key on the Mac). A selection should appear on your image.
- 5) Go to the filters menu and select Auto FX Software > DreamSuite and then select the Gel effect you want to have applied over your image.



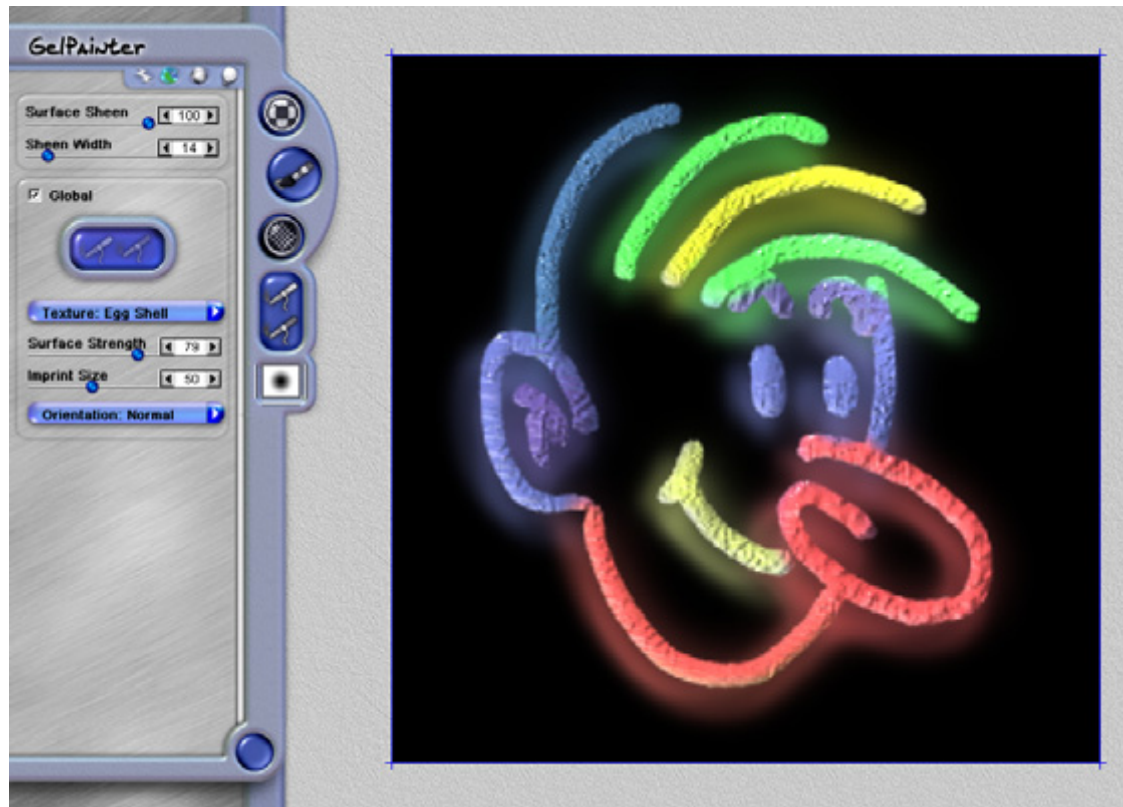
Once the selection is brought into Gel Painter you will be able to paint both beneath and ontop of the gel effect to create your effect. Typically you will want to keep the Surface Color slider at lower settings and the Image Color slider set to higher settings. Reduce the Gel Color slider to lower the opacity of the gel.



Painting with Textures

How to add textured surfaces to your Gel effect

Here are some quick steps on how to brush on different textured surfaces to the gel effect you are working on.



1) After you have colored your gel effect click on the Surface Tab and select the Add Texture Brush.

2) Select a texture from the Texture menu, adjust the Surface Strength and the Imprint Size sliders to control how the texture is applied to the image when you brush it on.

3) As you brush with the Add Texture Brush the currently selected texture and control settings are used. Each time you adjust the controls it will affect the next brush application you do. To remove a brush stroke use the Remove Texture Brush.



Once the selection is brought into Gel Painter you will be able to paint both beneath and on top of the gel effect to create your effect. Typically you will want to keep the Surface Color slider at lower settings and the Image Color slider set to higher settings. Reduce the Gel Color slider to lower the opacity of the gel.



Liquid Crystal

Brush and mold artwork into Crystal

Liquid Crystal lets you apply or brush on a crystal like effect to your artwork for a unique liquid depth effect.



A Bulge Brush

The Bulge Brush will add localized depth to the effect by raising the depth height wherever it is brushed. Use the Brush Opacity, Size and Feather controls to further enhance the Bulge Brush attributes.

B Splatter Brush

Draw with the Splatter brush to create splats of gel along the path. Random splatter shapes will be generated as you draw. Use the brush size, feather and opacity controls to adjust the splats. Remove splats with the Remove Brush.

C Indent Brush

The Indent Brush will add localized depth indentions to the effect by pushing in the effect wherever it is brushed. Use the Brush Opacity, Size and Feather controls to further enhance the Indent Brush attributes.

D Add Brush

The Add Brush will draw the effect from its nozzle using the current slider and menu settings.

E Remove Brush

The Remove Brush will remove the effect that it is brushed over.

F Brush Opacity

Click on this vertical slider area to access the brush opacity control. As you adjust the feather control you will be shown a brush attributes window. The brush attributes window displays the actual size, opacity and feather attributes of the brush as they will be applied when you brush.



Creating and positioning Light Points and their control settings is key to getting the right reflections in the crystal. Define the Sheen Width for additional reflections.

G Brush Size

Click on this small horizontal slider to access the brush size control. As you adjust the size control you will be shown a brush attributes window. The brush attributes window displays the actual size, opacity and feather attributes of the brush as they will be applied when you brush.

H Brush Feather

Click on this small vertical slider to access the brush feather control. As you adjust the feather control you will be shown a brush attributes window. The brush attributes window displays the actual size, opacity and feather attributes of the brush as they will be applied when you brush.

1 Edge Radius

The Edge Radius slider adjusts the angle and sharpness of the bevel edge. Use this control with Polish Curvature and Bevel Depth sliders to refine the look of the depth effect.

2 Depth

The Depth slider changes the height of the bevel. Stronger settings make the bevel appear to have more height and depth. Use this control with the Edge Radius and Polish Curvature sliders to refine the look of the depth effect.

3 Refractive

The Refractive slider is used to pull the image into the depth to refract it inside the bevel shape. Typically lower settings with this slider yield the best results.

4 Polish Curvature

The Polish Curvature slider rounds and smoothes the angles of the bevel making them softer with gentle curves versus sharp angles. Use this control with the Edge Radius and Bevel Depth sliders to refine the look of the depth effect.

5 Transparent Image Checkbox

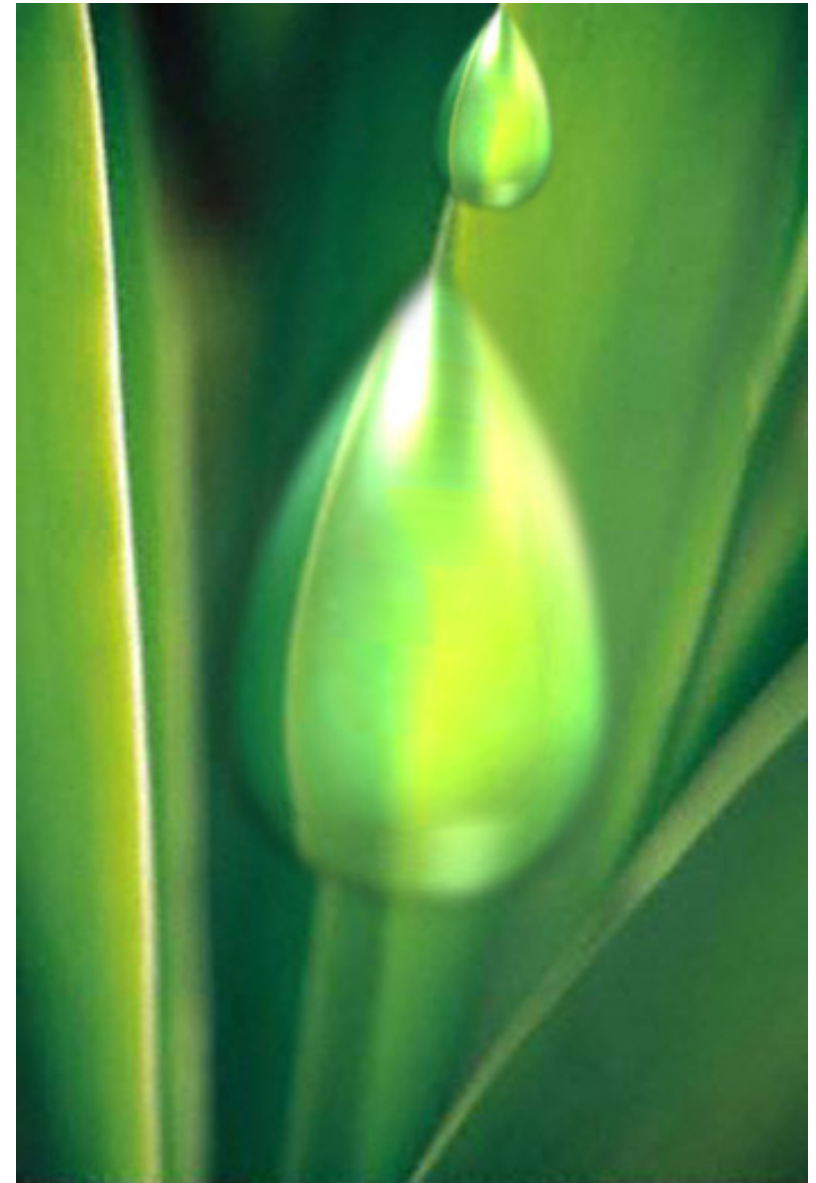
If you desire the effect to treat the artwork as if it were a transparent selection then check this option on. This is useful if you have type on a layer and desire to use the shape of the type, but avoid using the color (black type, for example, influences the color of the gel that is on top of it). By checking this option on the shape of the artwork is used and not the contents inside the shape.

6 Shield Transparency Checkbox

When the Shield Transparency option is checked the effect will only apply to the pixels on the layer and will not affect the transparent areas. Checking this option will change how DreamSuite applies the effect around a selection or on artwork on a layer.

7 Apply Background Image Checkbox

When the Apply Background Image option is on the background image behind the selection will show up in the preview and will also apply as part of the effect.



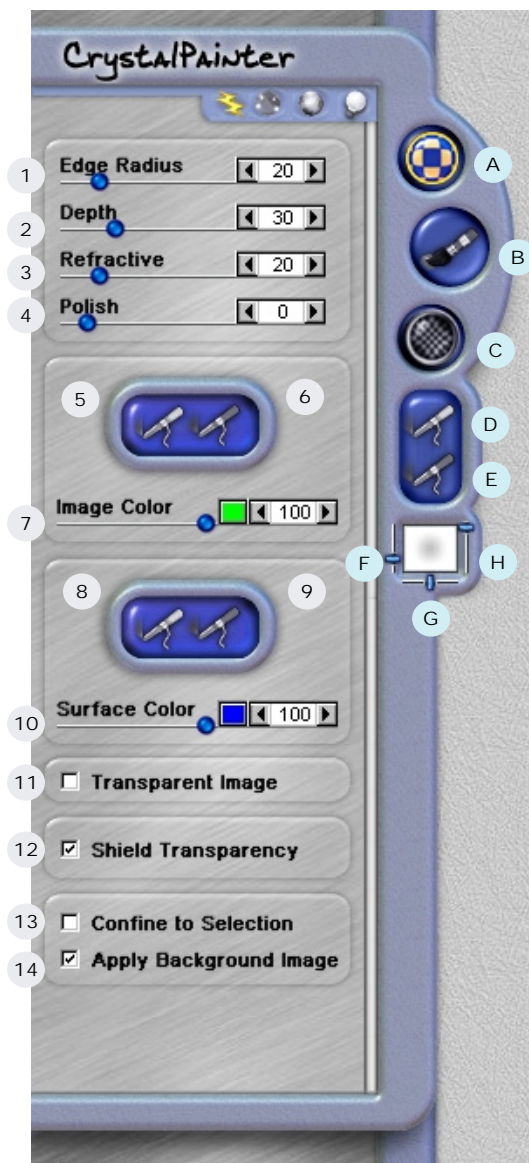
This sample shows how a basic tear drop shaped selection can be turned into a photo-realistic water drop using Liquid Crystal. Notice how the refraction control can be used to pull the image into the shape of the bevel and the lighting shines through the shape onto the surface of the refracted image..



Crystal Painter

Paint On and Under the Crystal Effect

Crystal Painter lets you apply brushed textures and colors to the Crystal effect to give you a unique colored surface.



A Bulge Brush

The Bulge Brush will add localized depth to the effect by raising the depth height wherever it is brushed. Use the Brush Opacity, Size and Feather controls to further enhance the Bulge Brush attributes.

B Splatter Brush

Draw with the Splatter brush to create splats of gel along the path. Random splatter shapes will be generated as you draw. Use the brush size, feather and opacity controls to adjust the splats. Remove splats with the Remove Brush.

C Indent Brush

The Indent Brush will add localized depth indentions to the effect by pushing in the effect wherever it is brushed. Use the Brush Opacity, Size and Feather controls to further enhance the Indent Brush attributes.

D Add Brush

The Add Brush will draw the effect from its nozzle using the current slider and menu settings.

E Remove Brush

The Remove Brush will remove the effect that it is brushed over.

F Brush Opacity

Click on this vertical slider area to access the brush opacity control. As you adjust the feather control you will be shown a brush attributes window. The brush attributes window displays the actual size, opacity and feather attributes of the brush as they will be applied when you brush.



The Image Brush allows you to paint under the Crystal and refract the paint into the depth of the effect while the Surface Color Brush bends the color around the bevel.

G Brush Size

Click on this small horizontal slider to access the brush size control. As you adjust the size control you will be shown a brush attributes window. The brush attributes window displays the actual size, opacity and feather attributes of the brush as they will be applied when you brush.

H Brush Feather

Click on this small vertical slider to access the brush feather control. As you adjust the feather control you will be shown a brush attributes window. The brush attributes window displays the actual size, opacity and feather attributes of the brush as they will be applied when you brush.

1 Edge Radius

The Edge Radius slider adjusts the angle and sharpness of the bevel edge. Use this control with Polish Curvature and Bevel Depth sliders to refine the look of the depth effect.

2 Depth

The Depth slider changes the height of the bevel. Stronger settings make the bevel appear to have more height and depth. Use this control with the Edge Radius and Polish Curvature sliders to refine the look of the depth effect.

3 Refractive

The Refractive slider is used to pull the image into the depth to refract it inside the bevel shape. Typically lower settings with this slider yield the best results.

4 Polish Curvature

The Polish Curvature slider rounds and smoothes the angles of the bevel making them softer with gentle curves versus sharp angles. Use this control with the Edge Radius and Bevel Depth sliders to refine the look of the depth effect.

5 Add Image Color Brush

Use this brush to paint under the gel onto the background. The brush applies a color that is shown through the gel. You will see how the Crystal depth will bend and refract the colors into the depth of the effect. If want to apply the gel to just the area beneath the selection, uncheck the Apply Background Image option and the Crystal will be contained inside the selected areas. Use the brush controls to define the opacity, size and feather of this brush. You should note that as the color is applied under the Crystal effect it will change in appearance as if it were seen through a clear piece of glass with reflections on it. Typically you should select a darker color than you desire to see on your artwork as colors lighten as they are refracted through the crystal.

6 Remove Image Color Brush (Red Brush)

Use this brush to remove any paint you have applied using the Add Image Color Brush tool. It will remove the areas you brush over. Use the brush controls to define the opacity, size and feather of this brush.

7 Image Color

The Image Brush color and opacity is set with this control. Lower slider settings apply less of the color while higher settings apply more of the selected color. Use the color box adjacent to the slider to define the color. Click on the color chip and the color picker will appear. Typically you should select a darker color than you desire to see on your artwork as colors lighten as they are refracted through the crystal.

8 Add Surface Color Brush (Green Brush)

Use this brush to paint onto the surface of the Crystal. The brush applies a color that is shown on top of the gel. You will see the color bend with the curvature of the depth from the surface as the bevel shapes the depth. If want to apply the color to just the Crystal selection, uncheck the Apply Background Image option and the color will be contained inside the selected areas. Use the brush controls to define the opacity, size and feather of this brush.

9 Remove Surface Color Brush (Red Brush)

Use this brush to remove any paint you have applied using the Add Surface Color Brush tool. It will remove the areas you brush over. Use the brush controls to define the opacity, size and feather of this brush.

10 Surface Color

The Surface Color Brush color and opacity is set with this control. Lower slider settings apply less of the color while higher settings apply more of the selected color. Use the color box adjacent to the slider to define the color. Click on the color chip and the color picker will appear.

11 Transparent Image Checkbox

If you desire the effect to treat the artwork as if it were a transparent selection then check this option on. This is useful if you have type on a layer and desire to use the shape of the type, but avoid using the color (black type, for example, influences the color of the gel that is on top of it). By checking this option on the shape of the artwork is used and not the contents inside the shape.

12 Shield Transparency Checkbox

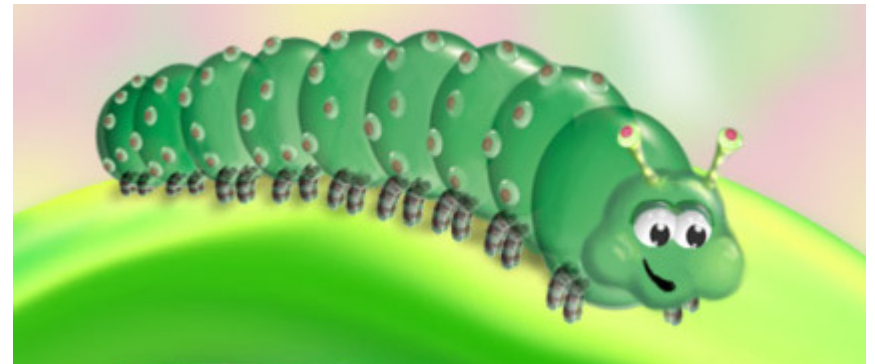
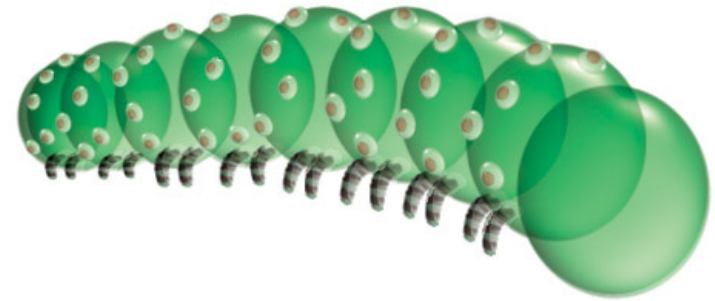
When the Shield Transparency option is checked the effect will only apply to the pixels on the layer and will not affect the transparent areas. Checking this option will change how DreamSuite applies the effect around a selection or on artwork on a layer.

13 Confine to Selection

The Confine to Selection checkbox forces the effect to confine changes to the selection. To allow the effect to apply to the entire image area and not just the selection you must uncheck this box. This option is only available if your image has a selection.

14 Apply Background Image Checkbox

When the Apply Background Image option is on the background image behind the selection will show up in the preview and will also apply as part of the effect.



The work shown on this page was created by artists using DreamSuite Gel Series as a plug-in in Adobe Photoshop



What shoe do you wear?

7:00 A.M...

1:00 P.M...

7:00 P.M...

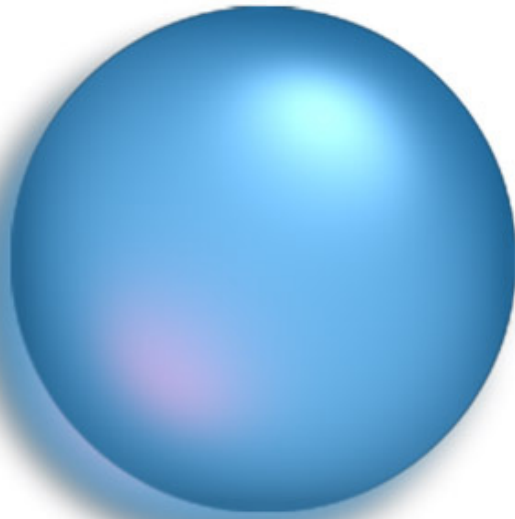
1:00 A.M...

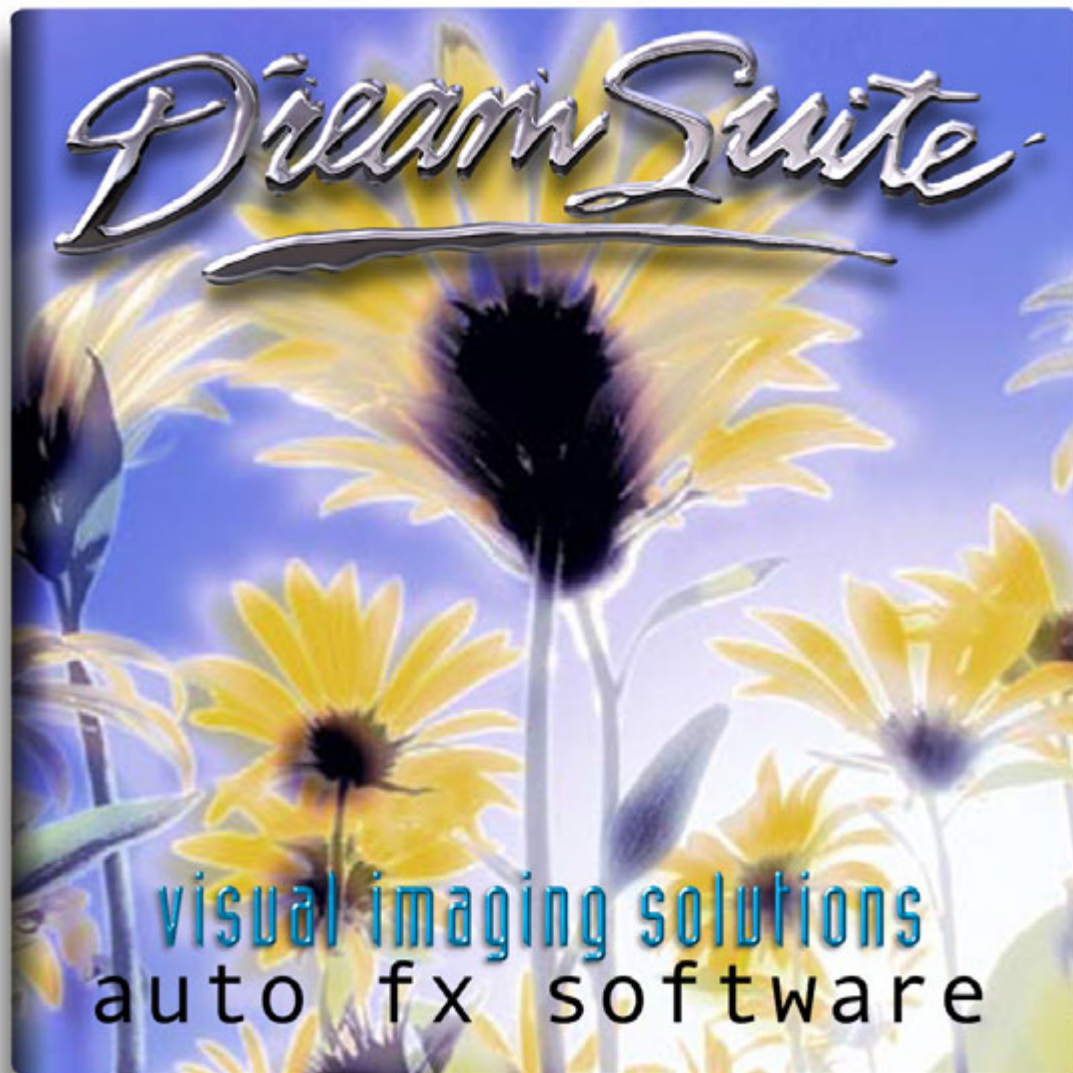
And the party goes on!

← ShakeS

Like Walking in Water







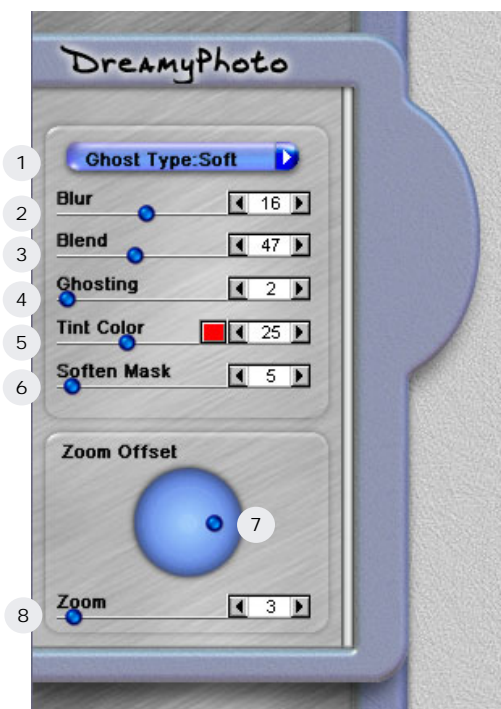
DreamSuite™ Dreamy Photo™



Dreamy Photo

Add Soft Dreamy Qualities To Your Photos

Dreamy Photo can give your images a soft toned feel and a dreamy look



1 Ghost Type

Use the Ghost Type menu to select from the different types of blur methods that are used as part of the ghosting.

2 Blur

Use the Blur control to soften the ghosting pattern that is applied to generate the dreamy look.

3 Blend

The Blend control transitions in the ghosted values of the image giving the image a stronger dreamy feel. The higher the settings the stronger the blend value becomes.

4 Ghosting

The Ghosting control gives the base image a higher contrasted look.

5 Tint Color

As the Dreamy look is applied you can tint the tonal values of the image to give is a hint of overall color where the higher values of the image are located.

6 Soften Mask

The Soften Mask control allows you to soften the selected areas of a photo or a mask if you have loaded one using the Edit > Load Mask functionality.

7 Zoom Offset Direction

Adjust the Zoom Point to control the direction the ghosted image is offset from itself. This assists to generate a dreamy look. Use this control in conjunction with the Zoom slider.

8 Zoom Slider

The Zoom slider defines how much the Zoomed image is

Dreamy Photo can add a soft dreamy feel to your images with just a few adjustments.



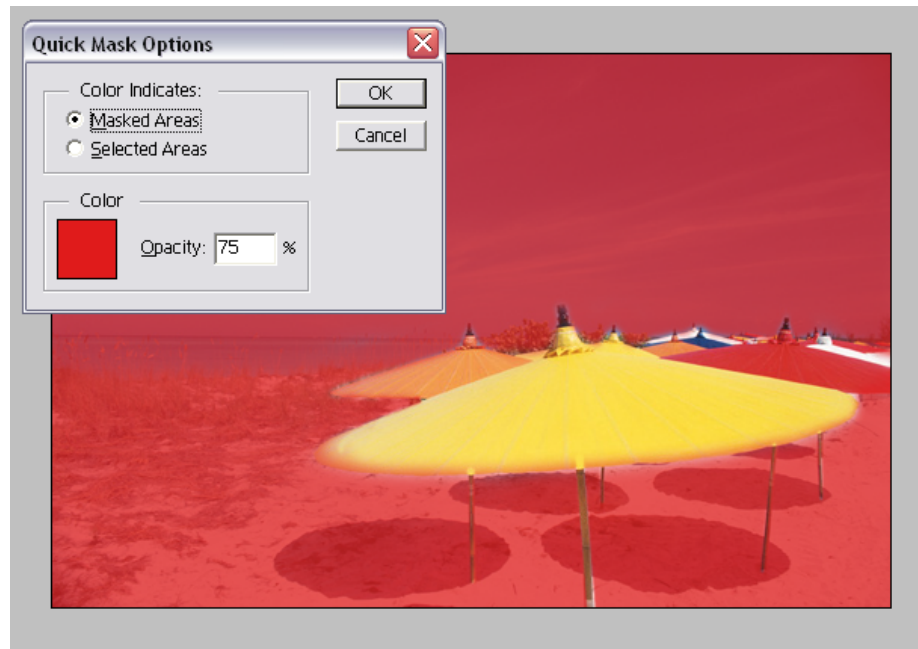
Dreamy Photo Guide

How to setup and use Dreamy Photo

Before you use Dreamy Photo you may want to create a quick selection mask around areas of your image. This is entirely optional and depends greatly upon the image you are working with. Try it both ways to see which gives you the desired results.

Step One - Make a Selection

While there are many different tools to make selections we prefer to use Photoshop's Quick Mask mode and a soft brush to paint on a selection. After you have brushed on a soft selection mask go into Dreamy Photo and apply the effect as desired.



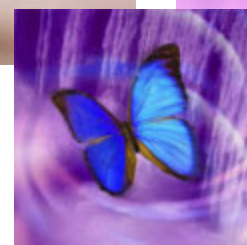
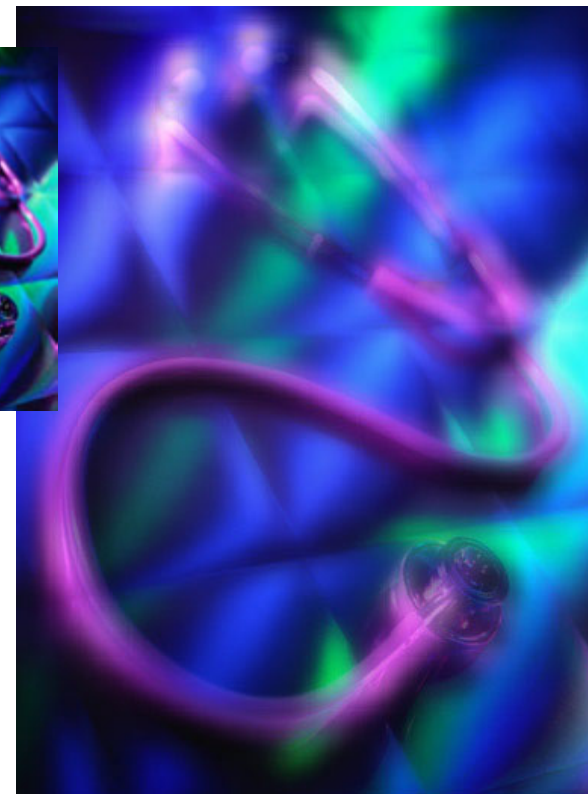
For this example we masked out the beach umbrellas and had them selected. This helped create a ghosted aura and dreamy look around the more 'solid' areas of the image.



Dreamy Photo Examples

Some Creative Ways to Apply Dreamy Photo

On this page you will find just a few of the many different creative ways you can use Dreamy Photo to enhance your images. Take a sharp in focus image and give it a dreamy look in seconds.





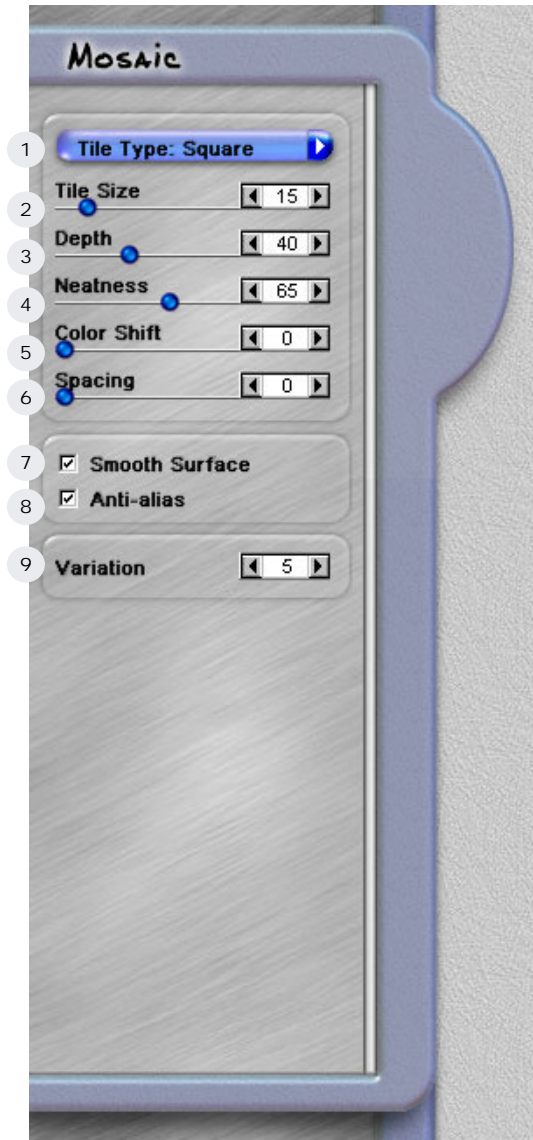
DreamSuite™ Mosaic



Mosaic

Fuse Mosaic tiled shapes into your photos

Mosaic can transform your images into tiled pieces of mosaic artwork



1 Tile Type

The Tile Type menu lets you select the shape of the Mosaic Tile that is used.

2 Tile Size

The Tile Size slider controls how large or small the Mosaic Tile shapes are rendered.

3 Depth

The Depth slider controls the shading depth that is applied to the Mosaic Tile.

4 Neatness

The Neatness slider arranges the Mosaic Tiles in a unified pattern. As you adjust the slider you can define how neatly or randomly the Mosaic Tiles are rendered.

5 Color Shift

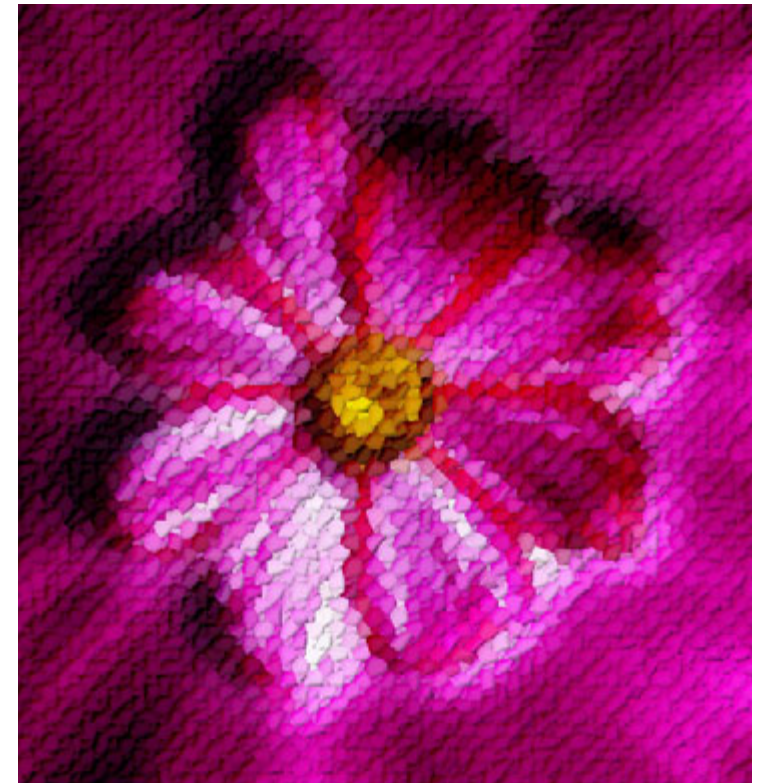
The Color Shift slider will introduce subtle color shifts to the image as it is rendered through the Mosaic Tile.

6 Spacing

The Spacing slider controls the amount of space that is rendered between the Mosaic Tile shapes.

7 Smooth Surface

The Smooth Surface checkbox, when enabled, makes the surface depth on the Mosaic Tile a smooth gradient. When unchecked the surface becomes a grainy blend.



8 Anti-alias

The Anti-alias checkbox makes the edges of the Mosaic Tile shapes smoother.

9 Variation

Variation controls the random generation of settings used to create each effect's distinctive patterns. If you are using the Deckle irregularity control, for example, the pattern of irregularity would be varied each time you adjusted the variation control.



Smooth Surface Option Off

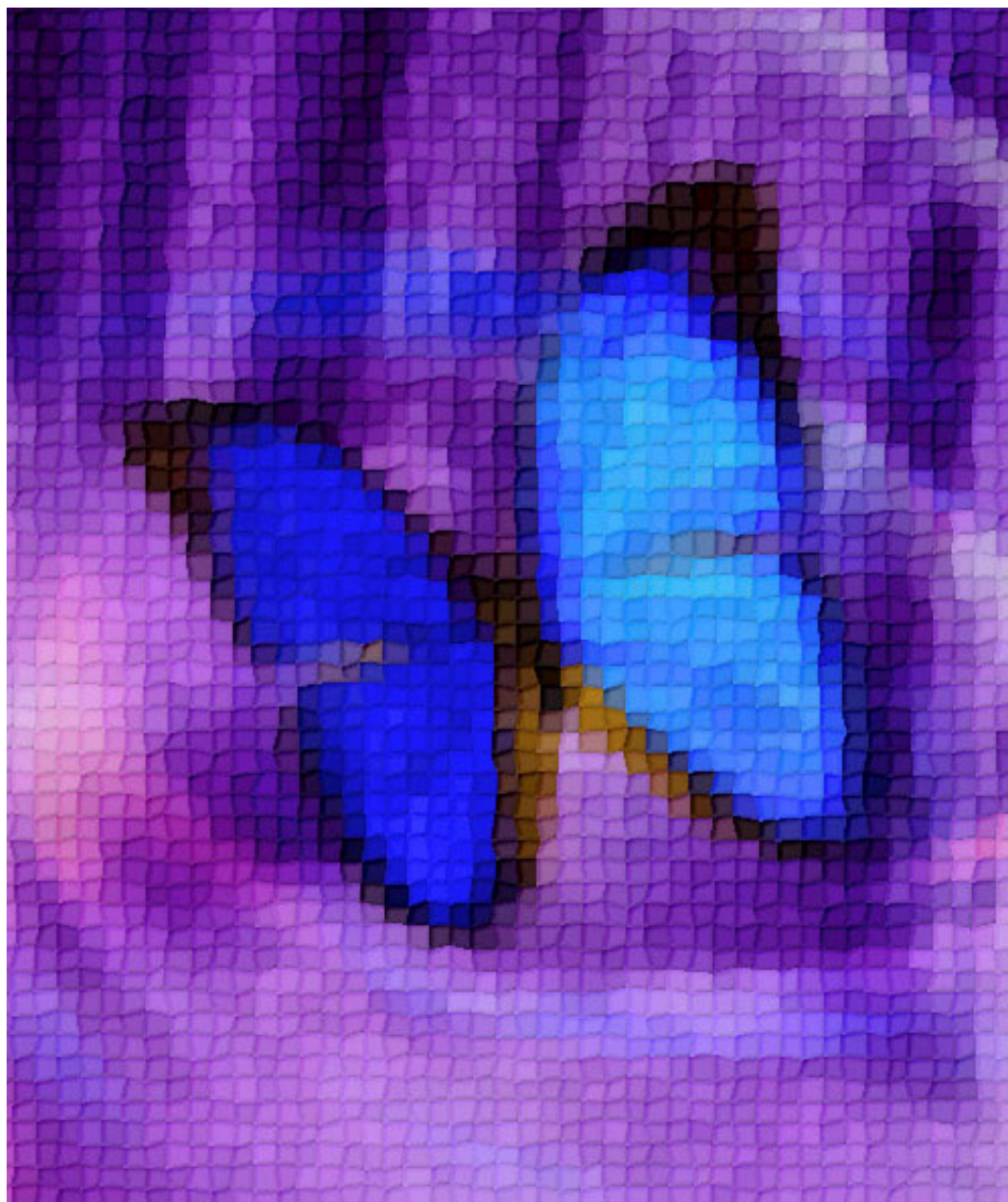
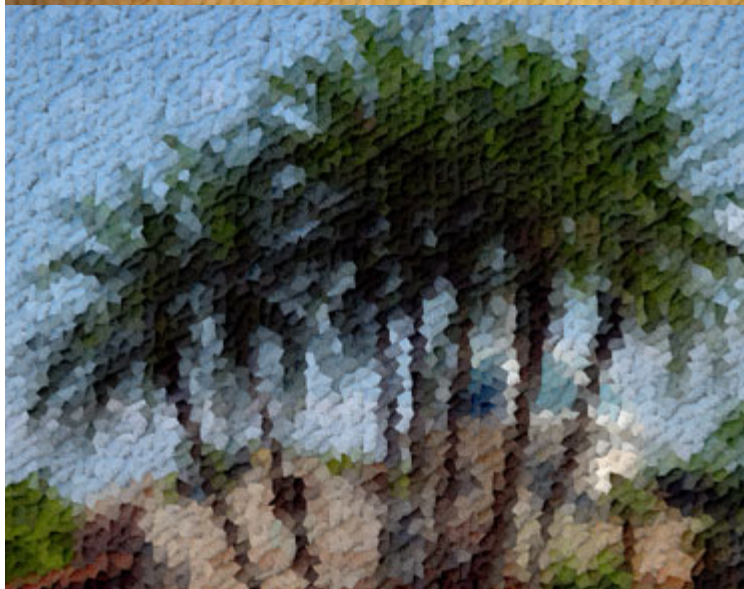
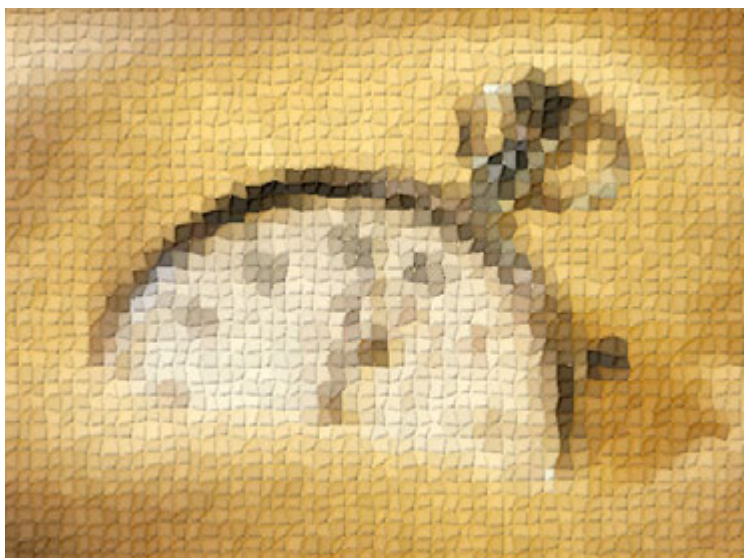


Smooth Surface Option On

Mosaic Examples

Some Creative Ways to Apply Mosaic

On this page you will find just a few of the many different creative ways you can use Mosaic on your photographs.



Mosaic Examples

Some Creative Ways to Apply Mosaic

