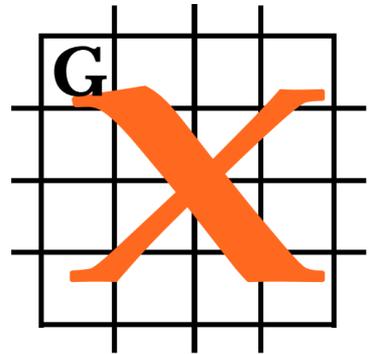


ANDREW'S PLUGINS VOL 15 - COLOR EFFECTS



Install
Please place the plugin in the plugins or plug-ins path (this will vary from application to application). Also, place the supplied *.ini files in the same folder. It is suggested that you put the plugin and ini files into a sub folder of the plugins folder for ease of access. The ini files are the presets. Please read the notes further.
Access via the filters menu and Andrew's Plugins vol 15 category

De-install
Please remove the plugin from the plugins path

Quick Start
Please use the presets or the xtrme button

Requirements
Photoshop® 6 / 7 / CS
Photoshop is registered trademark of Adobe Software (but also works in many other applications such as Paint Shop Pro 1m and others)

Platform
98, ME, NT, XP

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Further Info
Please e-mail us at support@graphicxtras.com
http://www.graphicxtras.com

Version
15.1.3

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GX Color plugin

The color plugin applies color filter effects to an image as well as combining an internal gradient mix to the image for additional color overlays and mixes

The plugin has a number of components such as dropdown box and combinations of combos (originally option boxes but increased to include new features), sliders to manipulate the color channel, intensity, center of the gradient, and the mix of the 'color' effect and gradient to output

The plug-in works in many different applications such as Photoshop and Paint Shop Pro as well as Painter and others. The plug-in was designed for standard RGB color mode but the plugin can also be used to great effect on CMYK images, grayscale etc and into 16bit color modes (not every color mode is supported in this version and not all color modes are tweaked as was devised by the plug-in development.

Quick start

A quick start would be to just click the xtrme button or use some of the limited presets. The xtrme button sets the various dropdowns and sliders to reasonable exteme settings though not all sliders are affected as it was found during testing that extreme settings for the gradient/image effect mix resulted in generally blank screens (the xtrme button can still result in blank or single color previews...)

Gradients

The gradient is a linear gradient by default though there are a number of variants of the linear theme indicated by gradient 1, 2, 3... in the gradient dropdown but they are all generally linear in theme. The gradient is 'color controlled' by the foreground and background color palette so set these before (or after in the case of a re-apply) A black n white gradient combo will be generally different from the result of a red / green or yellow / purple or light green / dark green combo.

Buttons

The plug-in comes with a number of buttons. The Xtrm button (extreme) does as indicated, sets a number of the factors and settings to fairly extreme settings (though not all limits are approached and not all sliders are touched as the results might be less than useful i.e blank screens). Color button just sets the color additions (though if the randomization options have been set then randomization will also occur). Boost button boosts some of the settings by 1 or 2 pts, such as the center of the gradient as well as the color. Gradient button just runs through all the gradients without tweaking anything else, so you can try a range of gradient variants. The buttons can also be applied by using alt-X, etc. Use the Juggle button to just randomize (without changing the settings), if nothing is marked as randomize then the juggle button will have no effect

Mixing

The plugin by default just shows the image effect, as with the first version. To display the gradient and mix the gradient and image effect, set the mix 1 and 2 settings to something other than the defaults, otherwise the gradient will be just ignored (though if you set the gradient factor to on or the filters marked

as 'gr' then the gradient information will be used)

Dropdowns or combos

The plug-in comes with a number of dropdowns or combo boxes offering presets, filters etc.

Presets - Categories and presets

To recall a preset, set the category and select the preset entry, this will refresh all the settings with the stored values. If nothing changes, then all likelihood is that the preset has no entry and nothing is changed. If there are no presets at all, the plugin will display a warning

Saving - select a category and then click the save button, and all the current displayed settings will be saved. You can save up to 100 presets per category.

The preset files are purely text files and can be found via the plugin host directory. You can delete them if you so desire and the presets will start back at the first preset again.

Filters - the image effects such as posterization, inversion, combinations of average, hue, saturations, foregrounds combos and more. The core element of the plugin. Some of the filters have <FG> and gr tags. The <FG> means the filter uses in some way the foreground color on the palette (which can be set to anything in RGB range) or the gradient information (gr)

Gradients - Set the gradient used. If the mixing is set to the default and the various options for gradient are off, the gradient information is not used. To display the full gradient, set the mixing to 0,255. The gradients use the FG and BG settings. The gradients are generally all linear variants and work by default in the horizontal direction (x) but the gradient type/direction can be set to vertical as well as radial or diamond and a number of other gradient types to create a wide range of color overlays and effects If the gradient factor dropdown is set to on (the default is off though), the current gradient will be factored into the image result.

Blends - the default is a normal blend and just use the mixing information to blend the gradient and image/filter result. There are a number of options such as join, combo, etc and these mix the result in a variety of ways. Some of the options are marked with a * and these do not use the mixing information

There are a number of sub-combo/dropdowns and these are related to the primary dropdown (the combos are grouped in columns

<FG> combo - this is ignored if the filter is not set to a <FG> option (tagged onto the filter name). If <FG> is marked the plug-in will use the current foreground color in the filter process, in some way or other, perhaps as a factor or as an inverse or an addition. The dropdown is by default off and the FG is used without any randomization. If the option is set to 0 - FG then the FG color used throughout the image is a randomized value between 0,0,0 and FG (RGB). A number of other options are included such as 255-FG (so the range is reversed); totally

random; and a jitter option which jitters the randomization roughly around the current FG

Gradient type - this is ignored if none of the color features use options such as mixing set to 255, 255 and gradient factor is off. If used, the default is a linear gradient. A number of different gradient modes are used such as radial, diamond etc but these are used as input into the actual gradient and maybe used in many different ways and the diamond effect or linear effect maybe less pronounced from gradient 1, 2, 3... and this type is also dependent on the gradient center (or not)
FG/BG - If gradients are not used then this is ignored. The gradients use the foreground and background color palettes (though this varies from application to application, this information might not be available or modified or called different things such as a fill or stroke color). If a gradient is used then the start point uses the foreground color and the end point uses the background and the rest of the gradient is calculated using the gradient and gradient type and the coordinates for each pixel. The dropdown includes a jitter option to jitter the randomization of the gradient FG and BG, also randomization from black to the FG and BG, as well as randomization from the FG / BG to white, total randomization, as well as a reverse or swap of the FG/ BG information

Gradient Factor On/Off

The gradient information is used as a factor to modify the image/filter output, if set to on. This is used with respect to the FG/BG information and the gradient and gradient type and is mixed on the side of the image/filter during the gradient/image mix. This will be extended in future versions to include different factorization

Sliders

Intensity Setting - this is a factor applied to the output (1000 is the default, making no modification to the output) Greater than 1000 then the picture will be brighter, less than 1000, darker.

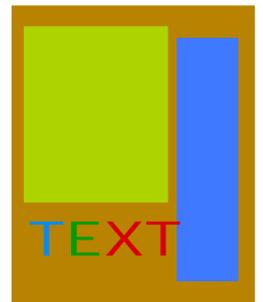
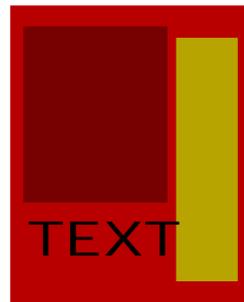
Grad/pic Mixing - Blends the image and the gradient (though this ignored if the blending mode is set to options marked by a *) The gradient mixing can be used to create a subtle blend of the gradient with the filter output as well as an extreme mix /saturated form of the gradient. If the mixing is set to 255,255 then the gradient generally will have no effect, if you set the gradient mixing to 0,255 then the gradient will be final output.

Gradient Center (xy) - this modifies the center of the gradient, by changing these settings the gradient can be shifted up or down or the center of the gradient shifted. Some of the gradient types such as pulse use the center information to also create additional gradient effects.

Red green blue - the sliders at the bottom add an additional tweak to the color, setting the red greater than 0 will redden the image, etc

How to use

Use on RGB images in general but the plugin can be used in a



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FAQ

Why can't I see a gradient?

It is possible that the settings are such that no gradient is visible. If the gradient is made of black and black or red and red or close colors then you will see no gradient; if the gradient options/gradient and gradient colors create a 'non' gradient; if the mixing of the gradient and image is 255,255 (default) then no gradient can be seen. There might be other conflicts as well that result in no gradient being visible.

How can I force the display of a gradient (after a reset)?

Reset all the settings to the factory default, set the FG and BG colors to something like red and green, and set the mixing 'grad/pic' to 0,255 instead of the default values, you will then see a gradient

I don't like the default gradient, can I have a radial gradient?

Yes, just select the gradient type/options (second row of dropdowns) and select something other than across... set the gradient type to radial. It is possible that the radial option is not much use for a particular gradients so radial and gradient 22 might result in a weird gradient effect. To create a radial gradient, just select the default gradient and the radial option.

Why are there so few presets?

The latest version includes a basic preset save/recall and I have added a number of presets, however, only a small number. You can add presets yourself, up to 1000 over all the preset categories

You keep mentioning FG/BG...

Go to the Photoshop toolbox and pass the mouse pointer over the colors at the bottom, you will notice 'set foreground color' and background color appear, the FG is the foreground color and the BG is the background color and that forms the basis for the gradient.

Category (preset)

'Category' is the basic preset category and can contain 100 presets, subtle, wacky etc are also included.

Presets and no longer match expected result

The presets record all the settings on the screen but they do not record the foreground and background color or any of the randomisation settings, so if black n white is used for one preset and then purple-green combo is used with the same preset, the result will be different. Also the FG randomisation etc info is saved but not the actual randomised color so the preset might vary if you use randomised settings

What is 0-FG Rnd?

Some of the text is small to keep some of the dialog element sizes down. The FG being the current foreground color and Rnd meaning that the value used will be a random selected value. The 0-FG means the value will be something between 0,0,0 (black) and FG color. The 255-FG means something between the FG and white.

The plugin is for RGB, but will it work with other modes?

Yes, but the plugin is designed at present for the RGB color mode, it will work in those modes such as LAB but it is not designed for those modes, nor 16bit etc. It will in most cases work in most color modes but the design is only for the range of 0,255 and so the effectiveness in some other color modes at present is limited but you can use the other color modes etc for increased experimentation and effects

Screen goes a single color, why??

It is possible that the result might be all white or all black or a single color or with the slightest hint of the original image, the color settings have no intrinsic knowledge of what is right or wrong, if the color settings (at the bottom of the dialog) - and they may be one of the chief suspects - causes the output to be

intensely one color or a total wipeout (say the color sliders are 255,255,255) then the end result will be a blank preview and output. You will need to tweak some of the sliders (perhaps only one slider such as the mixing or the color ones) to return the preview to something required.

Xtrm?

Extreme settings. Not strictly true as some of the dropdowns are not touched and some of the sliders are left untouched such as the mixing and some of the ranges are not their very extreme setting but the xtrm button is there for the purpose of experimentation. You can see a wide range of the possible effects from the plugin in seconds

preview is small?

You can zoom in on the image using the zoom buttons at the bottom of the slider, 100% is the max at the moment.

play button.. animate all the results?

No, there is no feature to play through all the range of possibles or presets, but an alternative is to use the alt-X and just repeat (or hold the alt-X down and let the PC software repeat the xtrme request. This will 'play' through a wide range of possible color effects

Will the plugin work in AE and Illustrator etc?

Yes, but AE is odd, you can access the plugin but it is not the most responsive or useful location for the plugin but they work, just they are bit difficult to use. Illustrator should be fine. They work also in many other applications such as Canvas and Paint Shop Pro

Do the plugins work with Photoshop gradients?

Sadly no. The gradient format is not read (or written to) in any way by the AP 15 plugin. You can, of course, apply the color effects to the created gradients.

variety of ways, combining with selections, layering, blending modes, fading, combining with some of the native effects. In some cases, you might like to apply a grain or noise and a blur to the end result to remove any banding of the gradient information (especially with smallish pictures). The plug-in can be re-applied and re-applied to creating different color effects. If gradients are the prime output then the gradients can also be combined, rotated, blended, and re-applied to create 100s of variant gradient effects.

Preview

The preview should in most cases be fairly accurate, the preview can be moved, zoomed (it defaults to 16% etc for large pics, perhaps 33% for smaller images)

Applications

The plug-in was created for Photoshop and there might be some quirks with different host applications. The plug-in has been tested with a number of applications such as Deneba Canvas, Paint Shop Pro but no guarantee can be given to their effectiveness in all cases.

Support issues

Please contact us at andrewbckl@aol.com or support@graphicxtras.com

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