



# **Plugin Galaxy Manual**



**Windows Version 2.01**  
**MacOS X Version 2.0**

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## **Support**

**Web site:** <http://thepluginsite.com>

**E-mail:** <http://www.thepluginsite.com/about/contact.htm>

**User Forum:**  
<http://www.thepluginsite.com/forum/viewforum.php?f=3>

## **Credits**

**Idea and Concept:** Harald Heim

**Framework Code:** Harald Heim, Alex Hunter

**Windows Development:** Harald Heim

**Mac Development:** Digital Element

**Logo and Artwork:** Herve Goussard

**Beta Testers Version 2:** Robin Rowlands, Roberto Muscia, Andrew Bokelman, Nelia, Sally Beacham, Suzy Q, Peter Mayer, Robert Terrell, Eri Helgeson

**Beta Testers Version 1:** Robin Rowlands

*Many thanks to Robin Rowlands  
for inspiring some of the plugins*



## Compatibility

Plugin Galaxy 2 is a Photoshop-compatible plugin containing more than 150 different effects. It works under Windows **98, NT, ME, 2000, XP, Vista, 7** as well as **MacOS X** and supports 8bit RGB, 8bit greyscale, 16bit RGB and 16bit greyscale images.

You need one of the following applications to use the **MacOS X versions**:

- **Adobe Photoshop** (*Version 7 and higher*)
- **Adobe ImageReady** (*Version 7 and higher*)
- **Adobe Photoshop Elements** (*Version 2 and higher*)
- **Adobe Illustrator** (*Version 10 and higher*)
- **ACDSYSTEMS Canvas** (*Version X and higher*)
- **Computerinsel Photoline 32** (*Version 11.52 and higher*)
- **Corel Painter** (*Version 9 and higher*)
- **LemkeSoft GraphicConverter** (*Version 5.7 and higher*)
- **Macromedia Fireworks** (*Version 7 (MX 2004) and higher*)

... and it probably works in several graphics applications that support Photoshop plugins.

You need the following application to use the **64bit Windows versions**:

- **Adobe Photoshop 64bit** (*Version CS4 and higher*)
- **Computerinsel Photoline 64** (*Version 16 and higher*)

You need one of the following applications to use the **32bit Windows versions**:

- **Adobe Photoshop** (*Version 3 and higher*)
- **Adobe Photoshop Elements**
- **Adobe PhotoDeluxe**
- **Adobe After Effects** (*Version 4.1, 5.0 and 5.5, but not animatable*)
- **Adobe Illustrator** (*Version 7 and higher*)
- **Adobe ImageReady** (*Version 2 and higher*)
- **ACD Photo Canvas** (*Version 2 and higher*) (*Delivered with some editions of ACDSee*)
- **ACD Photo Editor** (*Version 3 and higher*) (*Delivered with some editions of ACDSee*)
- **ACD Canvas X**
- **albelli photo book creator** (Freeware from <http://www.albelli.co.uk/>)
- **Arcadia PhotoPerfect** (*Version 2.9 and higher*)
- **Aurora Borealis Mandala Painter** (*Version 3 and higher*)
- **CADlink SignLab** (*Version 5 and higher*)
- **CDH Image Explorer Pro** (*Version 4 and higher*)
- **Computerinsel Photoline 32** (*Version 5 and higher*)
- **Corel Draw** (*Version 9 and higher*)
- **Corel Paint Shop Pro** (*Version 10 and higher*)
- **Corel PhotoPaint** (*Version 9 and higher*)
- **Corel Bryce** (*Version 4 and higher*)
- **Corel/Metacreations Painter** (*Version 6 and higher*)
- **Deneba Canvas** (*Version 6 and higher*)
- **Discreet Combustion** (*Version 2 and higher, but not animatable and preview is blueish*)
- **Equilibrium DeBabelizer Pro** (*Version 4.5 and higher*)

- **GIMP** (Version 1.2.4 and higher with the [PSPI plugin](#)) (Preview doesn't work correctly and may crash if you scroll it too often)
- **Helicon Filter** (Version 4.2 and higher)
- **Image Analyzer** (with the **8bf Interface** plugin) (Freeware from <http://meesoft.logicnet.dk/>)
- **imageN** (Freeware from [www.pixoid.com](http://www.pixoid.com))
- **IrfanView** (Version 3.85 and higher, Freeware from [www.irfanview.com](http://www.irfanview.com))
- **Jasc Paint Shop Pro** (Version 4.12 and higher)
- **KnowledgeAdventure HyperStudio** (Version 4.2 and higher)
- **Macromedia Freehand** (Version 7 and higher)
- **Macromedia Fireworks** (Version 2 and higher, but transparency isn't correctly displayed in the preview)
- **Magix Xtreme Photo Designer** (Version 6 and higher, but applying the plugin to a selection or object causes problems and sometimes random crashes occur, Freeware from <http://www.magix.com/us/free-downloads/free-software/xtreme-photo-designer/>)
- **Mediachance PhotoBrush**
- **Megalux Ultimate Paint** (Version 2 and higher)
- **Megalux Ultimate FX** (Freeware that is not developed anymore)
- **Microfrontier Digital Darkroom** (Version 1.2 and higher)
- **Micrografx Picture Publisher** (Version 8 and higher, but the preview zoom won't work)
- **Microsoft Image Composer** (Version 1.5 and higher, but dragging the preview isn't possible)
- **Microsoft PhotoDraw 2000**
- **Microsoft Picture It! Digital Image Pro** (Version 7 and higher, but a 100% zoom may not work correctly and Cancel sometimes produces a crash)
- **Newave Chaos Fx: Twilight'76** (Version 1.2 and higher)
- **New World Focus PhotoEditor** (Version 4 and higher)
- **19th Parallel Sagelight** (Version 3 and higher)
- **Photobie Design Studio** (Version 1.8 and higher) (Freeware from [www.photobie.com](http://www.photobie.com))
- **Picmaster** (Version 1.25 and higher)
- **Plugin Commander Pro** (Version 1.5 and higher)
- **PluginMaster**
- **PhotoFiltre Studio** (Version 7 and higher)
- **RealWorld Paint.com** (Version 2008.1 and higher) (Freeware from [www.rw-designer.com](http://www.rw-designer.com))
- **QFX / QFX LE** (Version 7 and higher)
- **Right Hemisphere Deep Paint**
- **Satori PhotoXL** (Version 2.29 and higher)
- **Serif PhotoPlus** (Version 6 and higher) (Freeware from [www.zdnet.com](http://www.zdnet.com))
- **SigmaPi Pixopedia 24** (Version 1.0.5 and higher)
- **SigmaPi NiGulp** (Version 1.5 and higher) (Freeware from <http://www.sigmapi-design.com/freeware.htm>)
- **Stoik PictureMan Pro** (Version 5 and higher)
- **ThinkTank Ameri-Imager** (Version 2 and higher)
- **Ulead Gif Animator** (Version 4 and higher)
- **Ulead PhotoImpact** (Version 4 and higher)
- **VCW Vicman's Photo Editor** (Version 6.9 and higher, but preview dragging causes crash) (Freeware from [www.photo-editor.net](http://www.photo-editor.net))
- **WebSuperGoo Achroma**
- **Xara X**
- **XnView** (Version 1.70 and higher) (Freeware from [www.xnview.com](http://www.xnview.com))
- **Zoner Photo Studio** (Version 9 and higher)

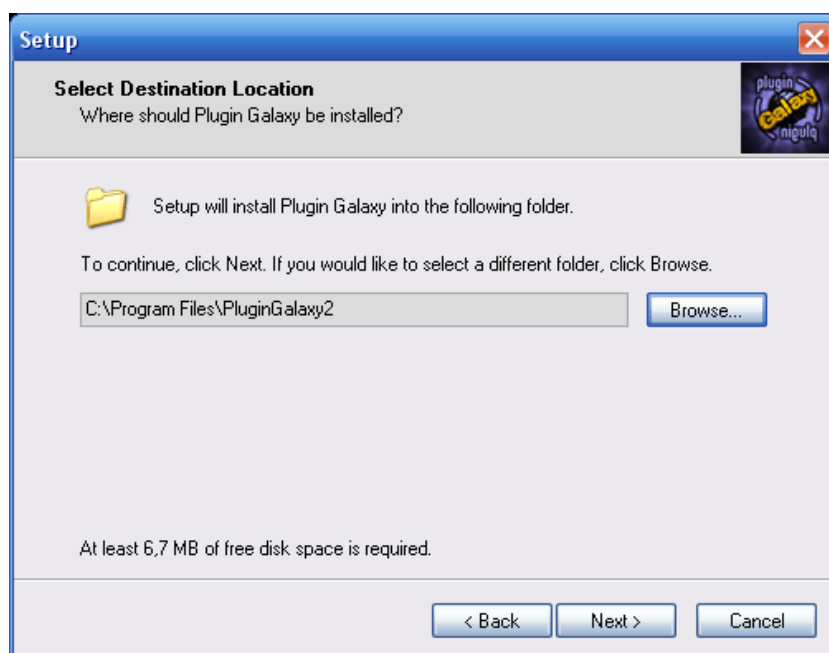
They haven't been tested, but should work with:

- ◆ **Ability PhotoPaint Studio**
- ◆ **Adobe PageMaker** (Version 6 and higher)
- ◆ **BananaSoft TwistedPixel**
- ◆ **Corel/MetaCreations Painter 5.5**
- ◆ **Corel/MetaCreations Art Dabbler**
- ◆ **Corel Photo House** (Version 2 and higher)
- ◆ **Corel Xara 2**
- ◆ **DigisoftDirect ImagePro 2K1**
- ◆ **Fractal Design Detailer**
- ◆ **Macromedia Director** (Version 6 and higher)
- ◆ **MGI PhotoSuite** (Version 4 or higher)
- ◆ **Newtek Lightwave** (Version 5.6 or higher)
- ◆ **Newtek Inspire 3D**
- ◆ **Newtek Aura** (Version 2 and higher, but probably not animatable)
- ◆ **PM Imagic**
- ◆ **Ulead PhotoExpress** (Version 2 and higher)



## Installation

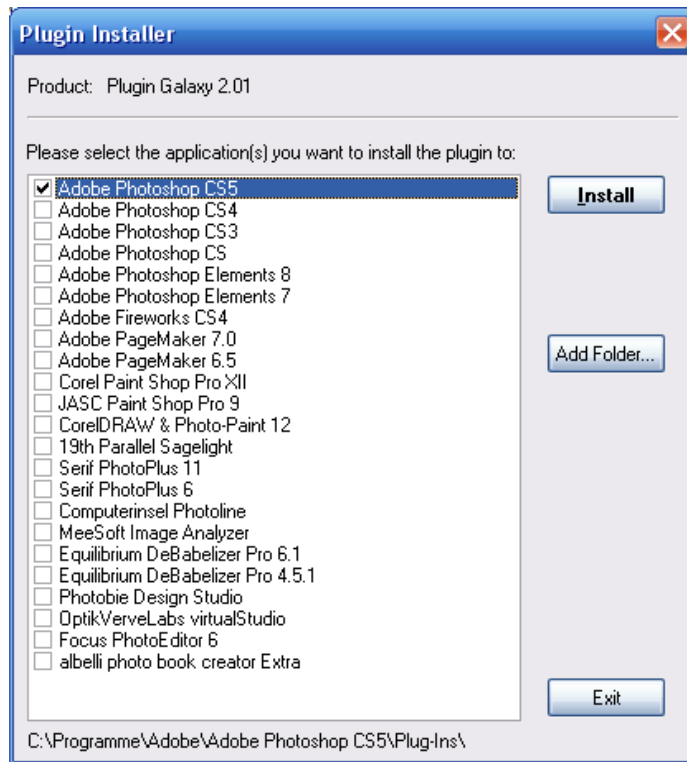
### Under Windows



#### Method 1: Using Plugin Installer

In the installation program you will arrive at the "Select Destination Location" dialog after some time. Here you can enter the location where the Plugin Galaxy files will be installed. If you want to use the Plugin Installer tool later, you can keep the installation path that is suggested by the installer.

At the end of the installation the Plugin Installer window will appear and display a list of compatible applications that is installed on your computer. The first application at the top of the list is always activated. If you want to install Plugin Galaxy into other applications, you should activate their check boxes, too. Then press the Install button to copy the Plugin Galaxy plugin into the plugin folder of the selected applications.



If you install a new application and want to use Plugin Galaxy with it, please run Plugin Installer again from the Start > Program > Plugin Galaxy 2 menu and repeat the steps mentioned above. Plugin Installer shows more options when executed from the Start menu than during installation.

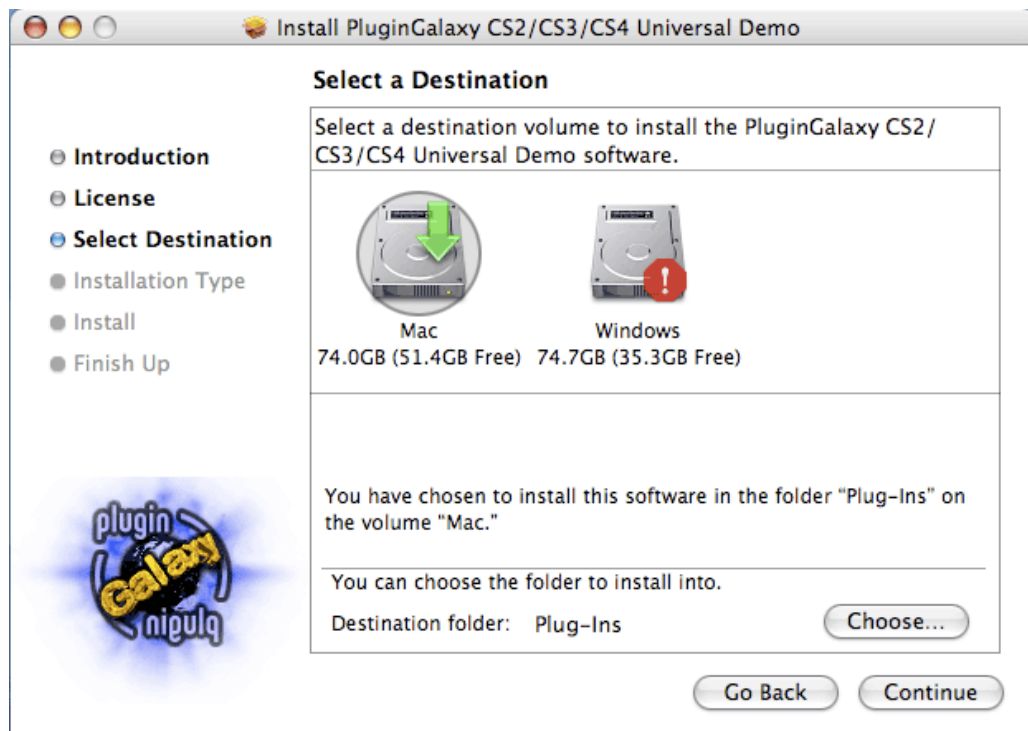
If your application should not be listed in Plugin Installer or if Plugin Installer terminates telling you that it didn't manage to find an application, we suggest that you try Method 2 below.

## Method 2: Without Plugin Installer

Method 1 is usually the most convenient way of installing Plugin Galaxy. But some people keep their plugins in folders outside an application's plugin folder or some people use an application that is not recognized by the Plugin Installer tool. In this case you can choose another folder in the "Select Destination Location" dialog during installation and ignore the Plugin Installer by closing it with the Exit button.

If you are unsure which folder to choose in the "Select Destination Location" dialog please see the general installation instructions below.

## Under MacOS X



When installing ContrastMaster for MacOS X you need to choose the plugin folder of your graphics application on the "Select a Destination" dialog. For Photoshop that would be the Plug-Ins sub folder inside the Photoshop folder. If you are unsure which folder to choose during installation, please see the general installation instructions below.

## General Installation Instructions

The following instructions can be used if there were problems during the Plugin Galaxy installation.

### Adobe Photoshop / Photoshop Elements / Illustrator / ImageReady

Make sure you install the plugin into the "Plugins" or "Plug-ins" sub folder inside the Photoshop, Illustrator or ImageReady folder. We recommend that you create a sub folder called Plugin Galaxy in that folder and install it there. After restarting the application, you will find it in the Filter menu.

### Adobe PhotoDeluxe

Make sure you install the plugin into the "Plugins" or "Plug-ins" sub folder inside the PhotoDeluxe folder. We recommend that you create a sub folder called Plugin Galaxy in that folder and install it there. After restarting the application, you need to make PhotoDeluxe display all menu items if you haven't already done that. To display all menu items go to the Preferences sub menu of the File menu and choose the last item ("Extend Menu" or something similar) on the sub menu. You will find the plugin in the Effects menu.

### Adobe PageMaker

Make sure you installed the plugin into Rsrc/.../Plugins/Effects folder inside the PageMaker folder. We recommend that you create a sub folder called Plugin Galaxy in that folder and install it there. After restarting PageMaker, you will find the plugin in the Element> Image> Photoshop Effects menu.

### CiEBV Photoline 32

Choose 'File options' or 'Extended' from the Options menu, click on the 'Plug In Path' tab and select the folder where the plugin is to be located. After pressing OK, the plugin will appear at the bottom of the Filter menu.

**Corel Photo-Paint**

Press <Ctl + J> to display the Options dialog, select Plugins from the list box on the left, press the Add button and choose the location of the plugin. The plugin will appear in the Effects menu right after the Options dialog disappeared.

**Corel Photo House**

Select Effects > Plug-in Effects > Add/Remove Plugin Effects. Press the Add button and select the folder where the plugin is located. After pressing OK, the plugin will appear on the Effects > Plugin Effects menu.

**Deneba Canvas**

Select "Preferences" from the File menu. In the Preferences dialog select the Paint tab. Press the Plug-ins button and select the folder where the plugin is located. After restarting Canvas, the plugin will appear on the Image > Filter sub menu

**imageN**

Select "Plug-ins" from the Configure menu. When the Plugins dialog appears press the Search button. After imageN has searched all your drives for plugins (which can take some time), the plugin will appear on the plugin list, too. To apply a plugin, select it from the list and press the Test button.

**IrfanView (Version 3.85 and higher)**

Make sure that an image is displayed in IrfanView, then select Image > Effects > Adobe 8BF filters. In the appearing dialog press the "Add 8BF filters" button and choose the folder where you installed the plugin. It will now appear in the list on the left. To run the plugin double click on the appropriate item or select it and press the "Start selected filter" button.

**Jasc Paintshop Pro 4 - 6**

Choose "Preferences" from the File menu, press the Plugin Filters tab and select the folder, where you installed the plugin from the Plugin Filters tab of the Preferences dialog. After pressing OK, the plugins will appear on the Plugin Filters sub menu of the Image menu.

**Jasc Paint Shop Pro 7**

Choose Preferences > File Locations from the File menu, press the Plugin Filters tab and select the folder where you installed the plugin. After pressing OK, the plugin will appear in the Plugin Filters sub menu of the Effects menu.

**Jasc Paint Shop Pro 8 & 9**

Choose Preferences > File Locations from the File menu, select Plug-ins from the list box, press the Add button, press the Browse button and select the folder where you installed the plugin. After pressing OK twice, the plugin will appear in the Plugin Filters sub menu of the Effects menu.

**Macromedia Freehand**

Make sure you install the plugin into the English/Xtras sub folder inside the Freehand folder. We recommend that you create a sub folder called Plugin Galaxy in that folder and install it there. After restarting Freehand, you will find the plugin in the Xtras menu.

**Macromedia Fireworks**

Choose "Preferences" from the File menu and activate the Photoshop Plug-ins check box in the Folders section of the Preferences dialog. Then select the folder, where you installed the plugin by pressing the "..." or Browse button. After restarting Fireworks the plugins will be displayed at the bottom of the Xtras menu.

**Megalux Ultimate Paint**

Choose "Preferences" from the Options menu, click on the Plugins tab and select the folder where the plugin is located. After pressing OK, the plugin will appear in the Adobe sub menu of the Image menu.

**Metacreations Painter / Fractal Design Detailer**

Choose Preferences > Plugins... from the Edit menu and select the folder where the plugin is located. After restarting Painter/Detailer, the plugin will appear on the Effects menu.

**Microfrontier Color It!**

Make sure you install the plugin into the "Plug-ins" sub folder inside the Color It! folder. We recommend that you create a sub folder called Plugin Galaxy in that folder and install it there. After restarting the application, you will find them in the Filter menu.

**Microsoft Photodraw 2000**

Select Tools > Options and press the Plugin tab. Press the Browse button and select the folder where the plugin is located. Finally press OK on the Options dialog. Choose Format > Effects > Plug-ins and select the plugin in the combo box at the top of the Plug-ins dialog.

**Micrografx Picture Publisher**

Make sure you install the plugin into the "Plugins" sub folder inside the Picture Publisher folder. We recommend that you create a sub folder called Plugin Galaxy in that folder and install it there. After restarting Picture Publisher you will find the plugin in the Effects menu.

**Right Hemisphere Deep Paint**

Select File > Preferences > Directories and press the Browse button next to the Photoshop Plugins text box. In the file dialog, select the folder where the plugin is located and press OK. Then press OK on the Directories dialog. After restarting Deep Paint, you will find the plugin in the Filters menu.

**SPG Colorworks: WEB**

Choose "Preferences" from the File menu and select the folder where you installed the plugin, at the bottom of the Preferences dialog. After pressing OK the plugin will be accessible from the Plugin Filter Selector dialog which is available from the Effects menu.

**Ulead Photo Impact**

Choose "Preferences" from the File menu and select the folder where you installed the plugin, in the Plugins tab of the Preferences dialog. After restarting Photo Impact the plugin will be displayed in the Photo Wiz category on the Effect menu.

**Ulead Gif Animator**

Choose "Preferences" from the File menu, click on the Plugin Filters tab and select the folder where the plugin is located. After restarting Gif Animator the plugin will appear in the Filters menu.

**Ulead PhotoExpress**

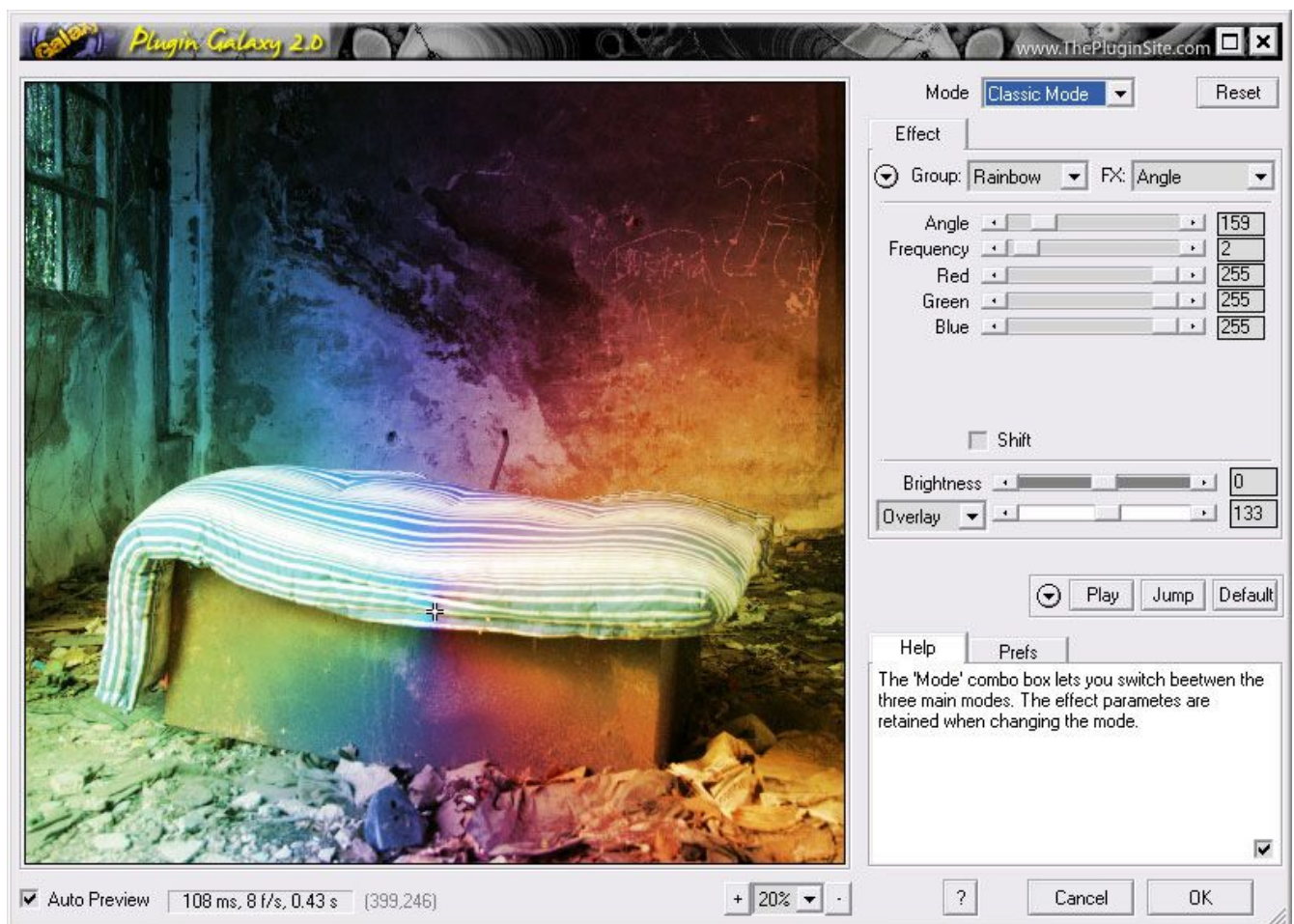
Choose "Preferences" from the File menu and select the folder, where you installed the plugin, in the Plug-Ins tab of the Preferences dialog. After restarting PhotoExpress the plugin will be displayed in the Photo menu.



## General Usage

Before using Plugin Galaxy you have to start your preferred image editing application and open an image or photo. Please note that Plugin Galaxy only works on images in 8bit or 16bit RGB and grayscale mode. If your image has only 256 colors or is a CMYK image, you have to convert it in your image application to RGB before you can start working on it with Plugin Galaxy. If the opened image is not RGB or grayscaled, Plugin Galaxy will appear grayed out on the menu.

To run Plugin Galaxy please open the menu that leads to the plugin filters (usually the "Filter", "Effects" or "Image -> Plug-ins" menu) and choose "Plugin Galaxy 2" from "The Plugin Site" sub menu.



## Basic Design

Plugin Galaxy offers four modes: Novice Mode, Classic Mode, Manual Mode and Expert Mode. Expert Mode offers all controls whereas the other three have several controls hidden to make it easier for beginners to start. For more information see the [Modes page](#). Plugin Galaxy features a total of more than 160 effects which are sorted into 17 different filter groups. For more information on the various filter groups, please read the [Effects page](#). Additionally Plugin Galaxy offers preset and layer options, which are described on the [Modes page](#). If you want to batch process images, please read the [Cloak Mode page](#).

## The Preview

On the left-hand side of the dialog box is the preview box that shows you what the final effect will look like. When executing Plugin Galaxy it will always display the full image in the preview. This is also the recommended way to work on an image. If you zoom into the image, only a part of the image is displayed in the preview. The image can then be moved by holding down the left mouse button and moving the mouse. While it is moved, the original image is shown, and after you release the left mouse button the preview is recalculated.

Some effects allow you to set a preview coordinate, which is displayed as a cross, by right clicking on the preview (Mac: hold down the Ctl key and click). It influences the look of the effect. You can interactively drag the cross over the preview by holding down the right mouse button.

## The Zoom Buttons and Zoom Check Box



At the right bottom of the preview box you can see a '+' and '-' button with a percentage label in between. These zoom buttons let you adjust the size of the image in the preview box. 100% means that the original size of the image is displayed.

By default when starting Plugin Galaxy, the zoom rate will be automatically set to make the image fit into the preview. If you hold the **Shift key** when pressing one of the zoom buttons, the zoom factor will be set to the highest (100%) or lowest acceptable value (fitted zoom). If you hold the **CTRL key** when pressing one of the zoom buttons, the zoom factor will be set to the highest (100%) or lowest possible value (6%). Some very old applications (e.g. Corel Photopaint 7 or Corel Xara 2) don't support preview zooming. In this case the zoom buttons won't work.

To jump from one preview zoom rate to another you can use the **zoom combo box** which is located between the two zoom buttons. It also offers the option "Fit" which should be used most of the time.

## Auto Preview & Progress Bar



If the Auto Preview check box is deactivated, the effect will not be displayed on the preview. Instead you will see the original image. You can also see the original image by clicking on the preview.

The progress bar is displayed during while an effect is rendered. After the effect is displayed in the preview, you will see three figures on the progress bar. The one indicated how many milliseconds it took to render the effect for the preview, the second displays the number tells you how many frames per second can be displayed with the animation feature and finally the third value estimates how long it would take to apply the effect to the full image after pressing OK.

## The Animation Box

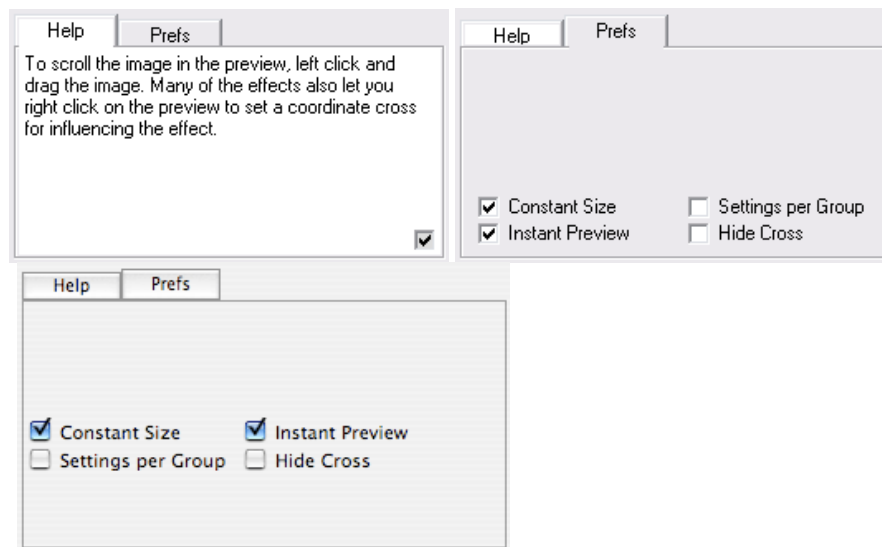


The **Play** button display as an animation in the preview. The animation is produced with the help of random slider values. While the animation plays you can use the other controls, e.g. change the zoom, drag a slider, choose another effect. To stop the animation, click on the same button again. The Play button is a nice way to see what effects a filter can produce and a big help for finding an fitting effect. If you have a slow computer, try decreasing the zoom to make the animation run more smoother.

Clicking **arrow down button** at the left of the Play button displays a menu for controlling how fluid and fast the animation runs. The top half of the menu lets you choose the number of frames per second that are displayed. The Auto option automatically chooses a frame rate that is suitable for your computer's processor. The second half of the menu lets you choose the speed with which the animation is running. You can choose a speed from "Slower" to "Faster".

The **Jump** button assigns random values to the filter parameters. You can use it during the animation or after the animation was stopped. The **Default** button sets the filter parameters back to some default values.

## The Help & Prefs Tab Sheets



The **Help** feature makes it easier for new users to get started and makes it possible to use Plugin Galaxy without a glance at the manual. Other than that it can provide useful hints on how to use Plugin Galaxy. If you move the mouse over a certain control, the text box will display some explanations and hints about that control. After you know all about Plugin Galaxy, you can deactivate these explanations by deactivating the check box in the bottom right corner of the Help box. We recommend that you keep it nevertheless activated.

The **Prefs** tab sheets offers various check boxes. The **Constant Size check box** is activated by default and should be kept activated. If it deactivated, the many Plugin Galaxy effects will be image size dependent and look different on images of different size. Only deactivate it if you want to reproduce an effect from a earlier version of Plugin Galaxy.

If the **Settings by Group check box** is deactivated, then each filter has its own settings. If you want to have the same settings for each filter group, you can activate the Settings per Group check box. Alternatively you can also use the Copy Settings option from the arrow-down button menu, although doing that more than a few times can be a bit inconvenient. If the **Instant Sliders check box** is activated, the preview is updated with every movement a slider knob. If the Instant Sliders is not activated, the preview is updated after you released a slider knob. The **Hide Cross check box** prevents the preview cross from being displayed. It also makes switching between effect layers in Manual and Expert Mode faster, because the preview does not need to be updated if the preview cross is not displayed.

## OK, Cancel and ?



Clicking on the OK button exits Plugin Galaxy and applies the effect to the image. The current settings are saved and restored when you use Plugin Galaxy again. The Cancel button simply exits Plugin Galaxy without changing the image. The current settings will be saved and restored, however. You can also cancel by clicking on the second icon in the top right corner of the Window.

If you hold down the CTRL key while clicking on OK or Cancel, you will be prompted for Cloak Mode. In **Cloak Mode** the current settings will be applied to the image without displaying the Plugin Galaxy dialog. For more information, please read the [Cloak Mode page](#).

## **Changing the Window Size**

You can enlarge the Plugin Galaxy window to get a larger preview. However, doing that will also increase the time that Plugin Galaxy needs to update the preview.

To resize the Plugin Galaxy window and make the preview larger under Windows you have to move your cursor to the border of the Plugin Galaxy window. The cursor will then turn into a double arrow. Holding down the left mouse button and dragging the mouse changes the size of the window. Clicking on the first icon in the top right corner will maximize the window. Clicking it again will restore the old window size.

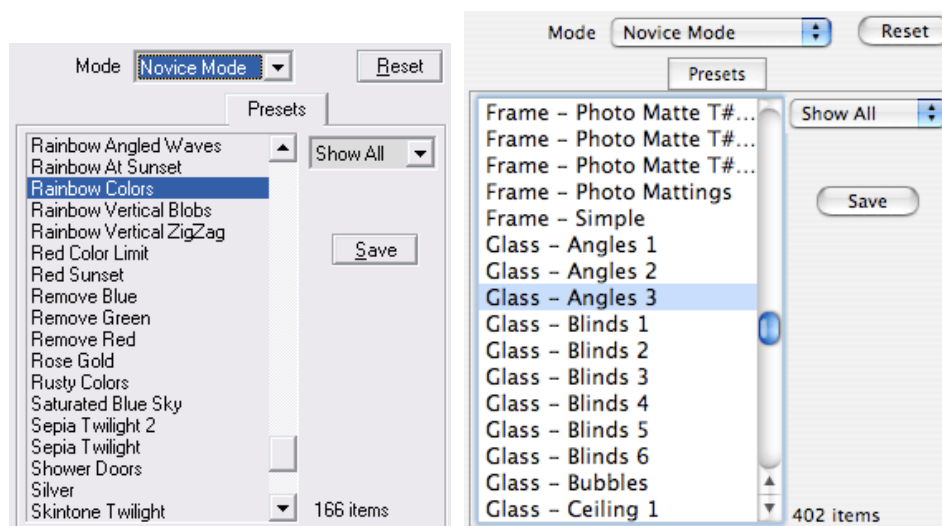
The following also works under MacOS X: You can also drag the handle at the bottom right of the ContrastMaster dialog to make the dialog larger.



## Modes

Plugin Galaxy offers four modes, which can be selected from the Mode combo box at the top: Novice Mode, Classic Mode, Manual Mode and Expert Mode. Expert Mode offers all controls whereas the other three have several controls hidden to make it easier for beginners to start. When you run Plugin Galaxy for the first time you will enter Novice Mode.

### Novice Mode



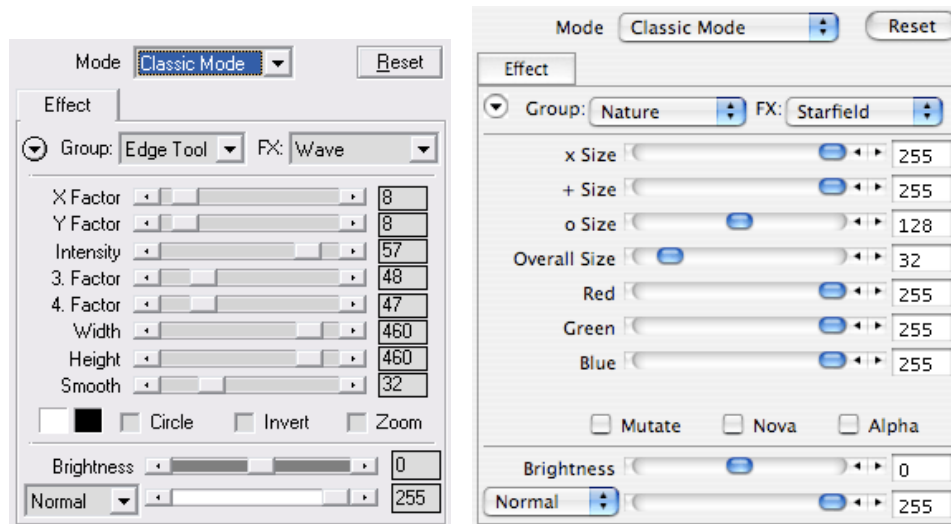
Novice Mode displays a list of presets from the presets sub folder of the Application Data folder (see below under [The Presets Tab Sheet](#) for the full path!). The **combo box** at the right of the presets list lets you choose which presets to display and which to hide. The Show All option presents all presets, the Own options shows presets that were saved by yourself, the Included option displays presets that were delivered with Plugin Galaxy, the Single Layer option shows simple effect preset and the Multi Layer option displays presets with more complex effects. The remaining options lets you display presets that use a certain effect group. The label at the bottom shows you how many presets are displayed in the preset list.

Presets that were saved by yourself have an asterisk (\*) at the end of their name (unless you have the combo box at the top set to "Own"). This makes it easier to identify them. Please also notice that presets that were included with Plugin Galaxy have the file extension .pgi and presets that were saved by yourself have the file extension .pgp.

Clicking on one of the presets will open it and display its effect in the preview. To modify the effect you can right click (Windows) or hold down the Ctrl key and click (Mac) on the preview to change the position of the **preview cross**. Alternatively you can also press the **Play and Jump buttons** to create random effects. The **Default button** will apply the default values for a certain effect. If you like an effect that you created that way, you can use the **Save button** to save it as a preset file. After saving it, it will appear on the list.

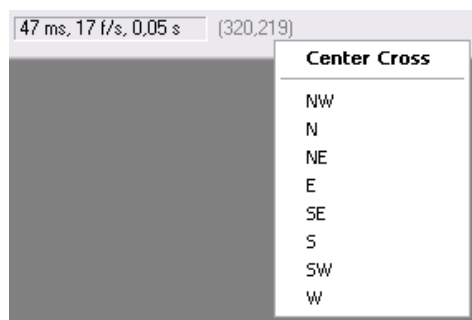
Novice Mode is only meant to give you a quick start with Plugin Galaxy, so it is very limited. If you want to more options for adjusting the effects, you need to switch to Classic or Expert Mode.

## Classic Mode



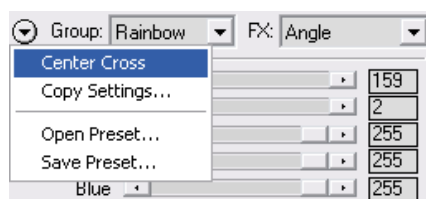
Classic Mode is quite similar to previous versions of Plugin Galaxy, but offers a few new features. Plugin Galaxy offers more than 160 effects, which are sorted into 17 effect groups. You can select an effect group from the **Group combo box** at the top. Once the group is selected the **FX combo box** will be filled with the effects of the selected group, so that you can select the desired effect from it. Every time you choose a new item from the Group combo box the FX combo box will contain other effects.

## The Preview Cross



Some effects allow you influence the effect with a preview cross by right clicking (Windows) or by holding the Ctrl key and clicking (Mac) on the preview. The coordinates of the preview cross are displayed as pixel values at the right of the progress bar below the preview. If the values are red, it means that the preview cross is invisible because it lies outside the actual image. If you right click (Windows) or hold down the Ctrl key and click (Mac) on the coordinate label, a context menu for centering the preview cross in the center or at the borders of the image will appear.

## The Arrow-Down Button



If you click on the arrow-down button at the left of the Group combo box, a menu with various items will appear. The **Center Cross** option lets you position the preview cross to the center of the preview. The **Copy Settings** option copies the current filter parameter to the other filters in the same group.

The **Open Preset** option lets you open one of more than 200 preset files, which are delivered with Plugin Galaxy. A preset file contains the settings for creating a certain effects. Additionally you can also save your own preset files with the **Save Preset** option. Presets are saved into the Presets sub folder of the Application Data folder by default (see below under The Presets Tab Sheet for the full path!). You can open your saved preset later again with the Open Preset menu item.

## The Sliders & Check Boxes

Sliders can be used to select a certain value within a specific value range. They let you change the effect that is displayed in the preview. To do that you can drag the slider knob with the mouse (or keyboard), enter a numerical value in the white text box at the right of the slider bar, click somewhere on the slider bar for large value steps or use the two arrow buttons for small value steps.

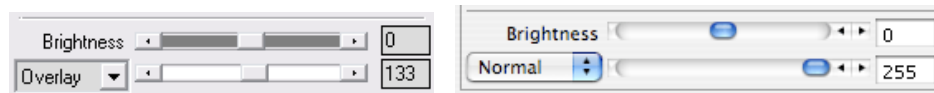
If the **Instant Preview check box** on the Prefs tab sheet is activated, the preview will be instantly updated while you drag the slider knob. To keep the preview from updating with every movement of the knob you can hold down the Shift key or simply deactivate the Instant Preview check box. If the Instant Preview is not activated, you can hold down the Shift key for instantly updating the preview. You can also use the mouse wheel to change the slider values. You need to give the slider the focus by clicking on it or using the tab key. After that you can scroll the mouse wheel to move the slider knob.

Each effect can have up to three check boxes for producing effect variations. For example, the Angulate and Radiate check boxes influence the effect of the preview cross or the Alpha check box makes the image transparent in case it is located on a layer.

## The Color Box(es)

Some effects offer a color box for adjusting the effect. The Edge Tool filters also offer a second color box for the border color. Clicking on the color box will display a color selection dialog for selecting a color. Alternatively you can holding the **Shift key** and click on the first color box to activate a color picker. This color picker allows you to select a color by clicking somewhere on the preview.

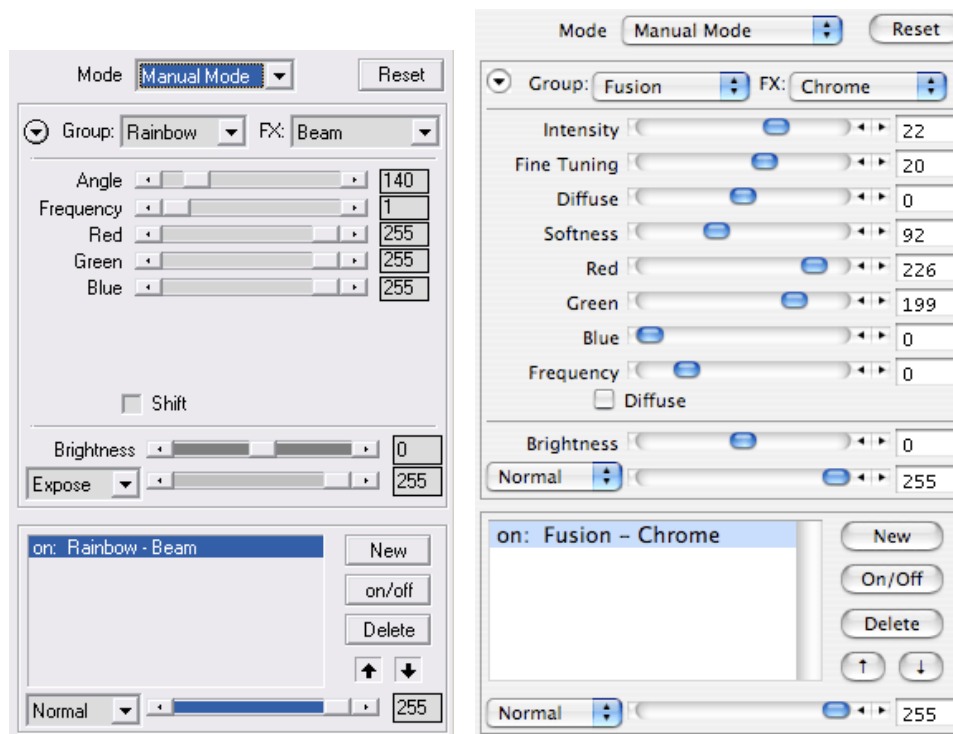
## Brightness & Blending



The **Brightness slider** lets you decrease or increase the brightness of the image. A value of zero will produce no change.

The **Blending feature** lets you blend the effect with the original image according to 20 different blending modes. The blending mode can be chosen from the combo box and the blending ratio can be adjusted with the slider at the right. A value of 255 will show the effect for some modes or show a blended version of the effect and original at other blending modes. A value of zero will use no blending at all and display the original image. The default values are Normal blend mode and a value of 255 for the slider.

## Manual Mode



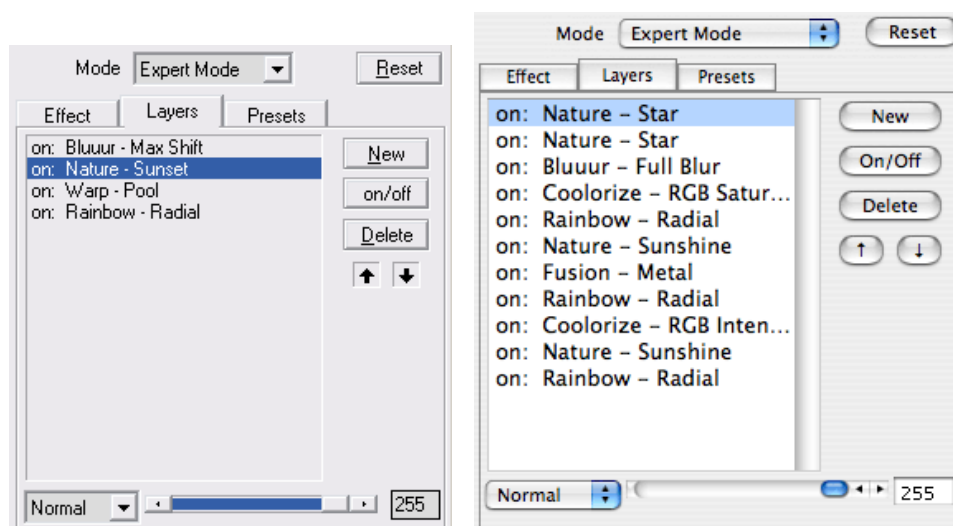
Manual Mode is similar to Classic Mode (see above), but it misses the Prefs tab sheet and additionally offers layer controls. For more information about layers see the Layers tab sheet of Expert Mode below.

In contrast to Classic Mode, Manual Mode offers a **Keep Layers option** on the arrow-down button at the left of the Group combo box. Like the Keep Layers check box of Expert mode, it lets add the layers of an preset file on top of the current layers.

## Expert Mode

Unlike the other modes Expert Mode offers all available controls. It has three tab sheets at the top. The Effect tab sheet is identical to the Classic Mode (see above), the Layers tab sheet contains the same controls as the middle frame in Manual Mode and the Presets tab sheet is similar to Novice Mode.

### The Layers Tab Sheet



The Layers tab sheet allows you to apply more than one Plugin Galaxy effect to the image without having to run Plugin Galaxy multiple times. The layers features works similar to the Layers palette in Photoshop and other graphics applications. The list box at the left displays the layers. When you run Plugin Galaxy for the first time or after you clicked

on the Reset button, you will only see one layer in the list. This means that only one effect is applied to the image, because each layer only contains one effect. An layer item like "on: Nature - Sunset" consists of three parts: "on" or "off" indicates if the layer is active or deactivated, the second part is the name of the effect group and the third part tells you the name of the effect. The effect of the bottom layer in the list will be applied first to the image and the effect of the top layer will be applied last.

If you **select a item in the layer list**, the settings of the selected layer will appear on the Effect tab sheet. That way you can switch between various layers and edit them separately. You can also select another layer with the cursor keys. To add a new layer you need to use the **New button**. The new layer will appear above the selected layer and will be identical with the selected layer. But you can change that on the Effect tab sheet.

You can activate or deactivate a layer by selecting it and clicking on the **on/off button**. As a result the "on" or "off" in the layer name will change. You can also activate or deactivate a layer by clicking the "on" or "off" text directly. If you hold down the Alt key while clicking the on/off button or the on/off text, the selected layer will be activated and all other layer will be deactivated. You can use this feature to quickly view a layer alone. Doing the same again will activate all layers again. You can remove a layer by selecting it and pressing the **Delete button**. If you hold down the Alt key while pressing the Delete button, all layer except the selected layer will be deleted.

To move a layer up or down on the list, you can use the **arrow up and arrow down buttons**. To do the same with the cursor keys, please select an item, hold down the CTRL key and press the cursor up or cursor down key. You can also swap the position of one layer with another by selecting one layer, holding down the CTRL key and clicking on the other layer.

The blend combo box on the Effect tab sheet blends the selected layer with the layer below (or with the image in case of the bottom layer). In contrast to that the **blend combo box and slider at the bottom of the Layers tab sheet** lets you blend the effect of all Plugin Galaxy layers with the original image. So it is a general blend feature with unique values whereas the blend feature on the Effect tab sheet has different values for each layer.

### The Presets Tab Sheet

On the Presets tab sheet you can additionally find a Keep Layers check box and an Open button. If the **Keep Layers check box** is activated, the current layers will be retained and the preset effect will be added on top of the current effect. The **Open button** lets you open presets with the help of a file dialog. That way you can also open preset files that are not located in the default preset folder.

The default preset folder is located under Windows XP at  
`c:\Documents and Settings\<user>\Application Data\ThePluginSite\PluginGalaxy2\`  
and under Windows Vista and 7 at  
`c:\Users\<user>\AppData\Roaming\ThePluginSite\PluginGalaxy2\`

For more information about the Presets tab sheet see the Novice mode above.

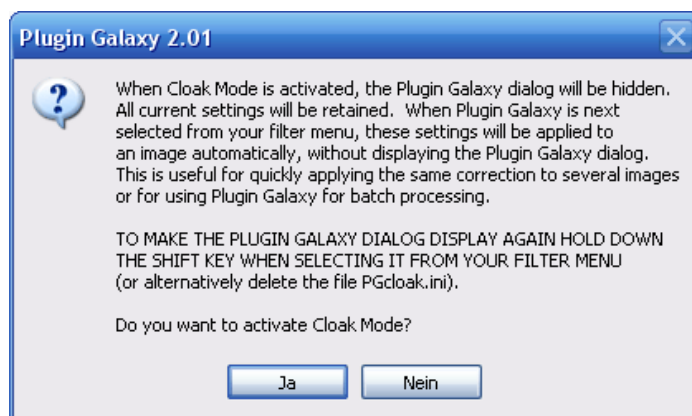
### The Reset Button

Clicking the Reset button will erase all effect layers except one and set the controls on the Effect tab sheet to default values. If you hold down the Shift key and click the Reset button, it will work exactly like the Default button and only set the controls on the Effect tab sheet to default values without touching the layers. You can also right click (Windows) or hold down the Ctrl key and click (Mac) on the Reset button to display a context menu with Reset, Play, Jump and Default options.



## Cloak Mode

In Cloak Mode Plugin Galaxy doesn't display its dialog and immediately starts rendering a predefined setting to the image. Cloak mode is useful if you want to quickly apply the same settings to a series of photos.



### Activating Cloak Mode

To activate Cloak Mode please hold down the CTRL key when you click on the OK or Cancel button. The information box pictured above will appear. After pressing YES, the current settings will be saved and Plugin Galaxy will be exited with (OK) or without (Cancel) rendering the effects to the image. When you run Plugin Galaxy again by choosing it from the Filter menu of your image application, the dialog of Plugin Galaxy won't show up and the previous settings will be rendered immediately to the image.

### Leaving Cloak Mode

After you have processed your series of photos in Cloak Mode you can uncloak Plugin Galaxy again. To do that, hold down the Shift key when selecting Plugin Galaxy from the filter menu in your image application. This will display the Plugin Galaxy dialog again and exit Cloak Mode. Alternatively you can also delete the file BWCcloak.ini in the Plugin Galaxy folder. But this is just an emergency strategy.

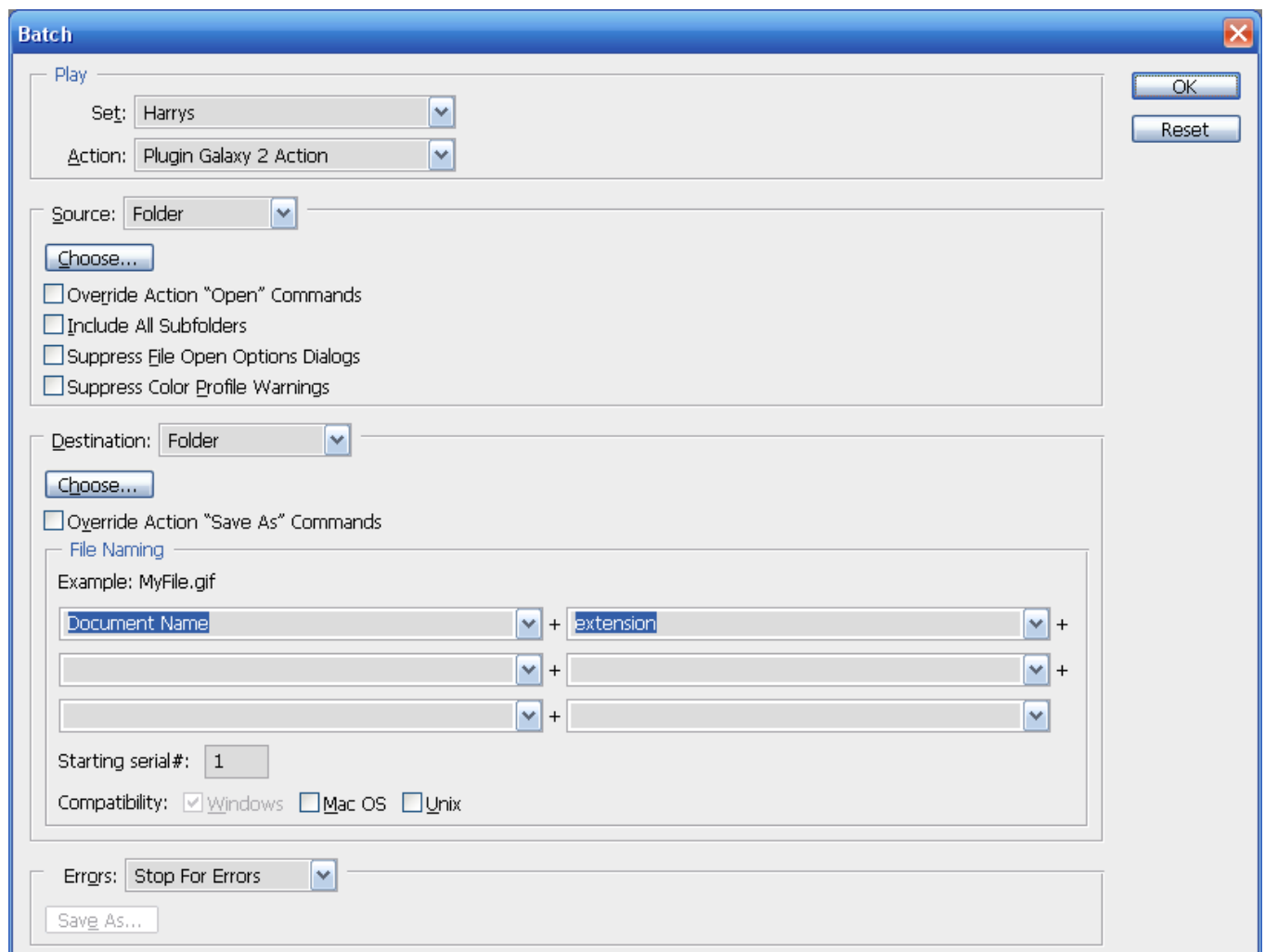
### Batch Processing using Cloak Mode in Photoshop

Photoshop offers a Batch feature on its File > Automate menu. This feature lets you batch process a series of images with the help of a Photoshop Action. So if you want to batch process images in Photoshop you only need to record an action that contains Plugin Galaxy.



**To record an action with Plugin Galaxy do the following:**

1. Open an image in Photoshop.
2. Switch to the Actions palette on the right and create a new action by using the New Action button or the pop-up palette menu.
3. Choose Plugin Galaxy from the Filter menu and press OK. You don't need to adjust any setting or enter Cloak mode yet.
4. Press the Stop button on the Action palette. Now you have your Plugin Galaxy action that you can use with File > Automate > Batch.



**To batch process a series of images with Plugin Galaxy please do the following:**

1. Open one of the images from the image series.
2. Run Plugin Galaxy and adjust its settings.

3. Enter Cloak Mode by holding the CTRL key and clicking on the Cancel button.
4. Select File > Automate > Batch.
5. In the Batch dialog make sure that your Plugin Galaxy action is selected.
6. Set the other batch options and click on OK to run it.

If you want to batch process another series of images with other Plugin Galaxy settings, please uncloak Plugin Galaxy as mentioned above, adjust the settings and return to Cloak Mode again. You don't need to create another action for that purpose as you would need to do for other plugins.

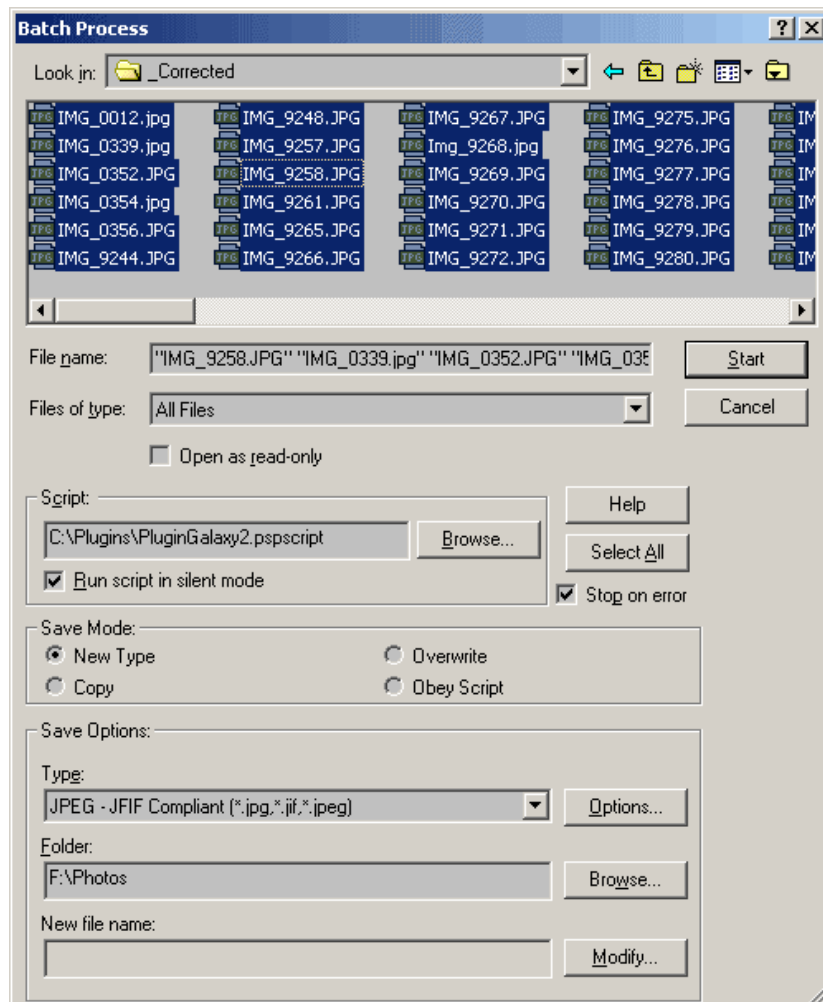
If you want to apply individual Plugin Galaxy settings to each image during batch processing, run the action without activating Cloak mode. In this case the Plugin Galaxy dialog will pop up for adjusting the settings for each image. To apply them just click on OK.

### **Batch Processing in Cloak Mode in Paint Shop Pro 8 and higher**

Paint Shop Pro 8 (and higher) offers a Process feature on the File >Batch menu for batch processing a series of images with the help of a PSP script. Recording such a script is quite easy.

#### **To record a PSP script with Plugin Galaxy, please do the following:**

1. Open an image in PSP.
2. Select File > Script > Start Recording.
3. Choose Plugin Galaxy from the Filter menu and press OK. You don't need to adjust any setting or enter Cloak mode yet.
4. Select File > Script > Stop Recording and save the script. Now you have a Plugin Galaxy action that you can use with File > Batch > Process.



**To batch process a series of images with Plugin Galaxy please do the following:**

1. Open one of the images from the image series.
2. Run Plugin Galaxy and adjust its settings.
3. Enter Cloak Mode by holding the CTRL key and clicking on the Cancel button.
4. Select File > Batch > Process.
5. In the Batch Process dialog choose your Plugin Galaxy script with the Browse button from the Script frame.
6. Set the other batch options and click on the Start button to run it.

If you want to batch process another series of images with other Plugin Galaxy settings, please uncloak Plugin Galaxy as mentioned above, adjust the settings and return to Cloak Mode again. You don't need to create another script for that purpose as you would need to do for other plugins. If you want to apply individual Plugin Galaxy settings to each image during batch processing, don't activate Cloak mode and run the script nevertheless. Then for each image the Plugin Galaxy dialog will pop up for adjusting the settings. To apply them just click on OK.

## Batch Processing using Cloak Mode in other image editors

There are some other applications, e.g. Equilibrium DeBabilizer, that support batch processing with the help of plugins. Basically batch processing in other applications works the same as in Photoshop. You have to activate Cloak Mode in Plugin Galaxy and select the Plugin Galaxy plugin for batch processing in the batch feature of these applications.



## Tips

### Smoother Results

You usually get smoother results if you apply Plugin Galaxy to a large sized photo before you scale it down to the final output size. Same applies if you try to generate textures from scratch with Plugin Galaxy. If you want the texture to be 500 x 500 pixel large in the end, you should better start with a 1000 x 1000 (or even 2000 x 2000) pixel image and size it down after the texture was created.

### Use Selections

You can selectively apply a Plugin Galaxy effect if you create a selection in your graphics application before running Plugin Galaxy. Then only the selected image area will appear in the preview and only this image part will be changed after pressing OK. Often it is a good idea to feather the selection to make the transition between the effect and the rest of the image as smooth as possible.

### Effect Variations

The Blend combo box and slider below the effect controls is a nice way to blend the effect with the image, especially if you want to use Plugin Galaxy effects, which create texture effects, with normal photos. You can also try different blend modes, e.g. NegDif, Darken or Overlay, to achieve special effects.

### Use Layers in Plugin Galaxy

Plugin Galaxy 2 lets you apply more than one effect to the image without leaving the plugin dialog. To do that you just need to switch to the Layers list in Expert or Manual Mode and press the New button to create a new layer with a new effect. The new effect will be applied on top of the previous effect(s).

### Combine Presets

On the Presets tab sheet in Expert Mode you can find the Keep Layers check box. If this check box is deactivated and you open a preset by clicking one of the items in the preset list, then the old effect will be replaced by the effect of the preset. However, if you activate the Keep Layers check box and open a new preset, then the new effect from the preset will be applied on top of the old effect. This way you can combine the effect of available presets.



## Plugin Galaxy Tutorials



**Turning Photos into Seamless Textures**



**Adding Dynamics to Photos**



**Creating Metal Frames**



**Doing Text Effects**



**Generating Glass Tiles**



**Simulating Sunsets**



**Doing Funny Faces**



**Creating A Bubble** (by Robin Rowlands)



**Sunflare** (by Robin Rowlands)



## Turning Photos into Seamless Textures with Plugin Galaxy



**Step 1:** Open any photo you like. The quality of the photo isn't important either.



**Step 2:** Resize the photo to the size you want the final texture to be e.g. 160x160.



**Step 3:** Select the **Warp** group in Plugin Galaxy and apply a Warp effect to the photo.



**Step 4:** To spice up the colors use one of the **Colorize** effects.



**Step 5:** Finally use the **Mirror** group to create a seamlessly mirrored texture. For the example picture the Crossing Left effect of Mirror was used.

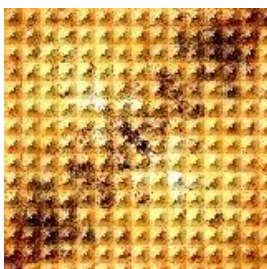
**Tip:** Right click on several places within the preview and try different effects until you're satisfied with the result.



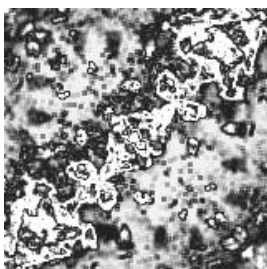
**Step 6:** To give the texture a more individual touch, you can further use the Noise Painting effect from **Noiseee**.



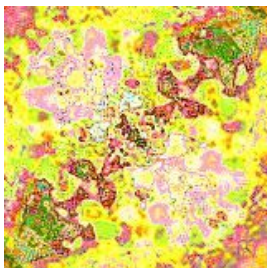
**Variation 1:** The **Star** effect from the **Nature** group can give the texture a more special touch.



**Variation 2:** Use one of the **Grid** effect to give the texture a grid look.



**Variation 3:** Use the Metal effect of the **Fusion** group to create metallic or gray variations.



**Variation 4:** Use the Xenon or Pop Art effect of the **Fusion** group to create some colorful variations.

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## Adding Dynamics to Photos with Plugin Galaxy



**Step 1:** Open any photo whose elements preferably have a vertical orientation like the one to the left.



**Step 2:** Select the whole photo and paste it as a new layer.



**Step 3:** Select the Linear Mask effect of the **Alpha Mask** group and click on the preview to blend out the area you want to leave unchanged. You may have to use the slider to adapt the blending range and activate the Invert check box.



**Step 4:** Activate the **Bluuur** group, select the Cross Blur effect and apply it with the first slider set to 8 or 16 and the second set to zero.

As you can see only the area that was visible in the Alpha Tool preview was affected.



*Variation 1:* This time the Circular Mask effect of the Alpha Mask and Outburst Blur from Bluuur was used.



*Variation 2:* Same as Variation 1, but this time with Cross Blur and the first slider set to zero. Additionally the Transparency was adapted with the Alpha Mask > Fade effect.



*Variation 3:* Same as Variation 1 or 2, but instead of the Bluuur filters a normal 8-pixel Gaussian Blur was applied.



*Variation 4:* For this one the Frame I effect of the Alpha Tool and Cross Blur from Bluuur with both sliders set to 8 was used.

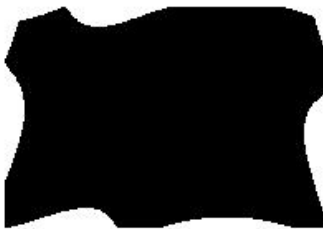
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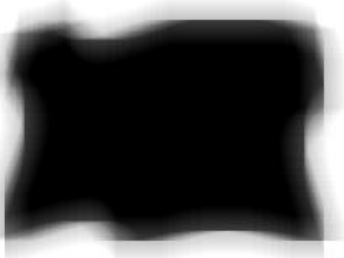
## Creating Metal Frames with Plugin Galaxy



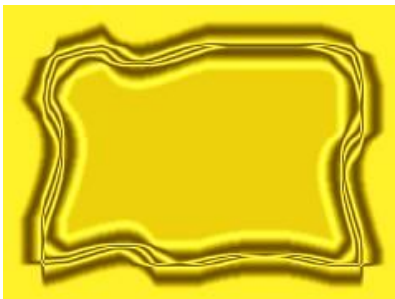
**Step 1:** Begin by opening a new image with a black background.



**Step 2:** Apply an **Edge Tool** effect. Select a white color by clicking on the color box and adjust the sliders to produce an edge that matches your taste.



**Step 3:** Apply the Cross Blur effect of the **Bluur** plugin. But you can also apply any other kind of blur effect that is available in your graphics application.



**Step 4:** Select the **Fusion** group, select the Metal effect and press the Reset button to get a gold color. Adjust the thickness of the frame with the first slider.



**Step 5:** Use the Magic Wand tool to select the inner area of the frame and fill it with white color, then select the other area and fill it with black.

**Tip:** Don't forget to feather the selection to avoid jaggies.



**Step 5:** Select the inner area of the frame again, invert the selection and copy it to the clipboard. Then open a photo, resize it to the size of the frame and paste the frame as a new layer over the photo.



**Variation 1:** For this version a normal Gaussian Blur was used in step 3 to achieve a rounded frames.



**Variation 2:** One of the **Rainbow** effects was applied after Step 4 with the Multiply slider set to 5.



**Variation 3:** Besides using Gaussian Blur, in the Step 4, the Blue slider of the Fusion plugin was set to 255 and the Red and Blue sliders to 0. Additionally the Butter effect of the **Breakfast** group was applied with the Shadow check box activated.



**Variation 4:** Between Step 4 and 5 a **Fusion** effect was applied again with the Red, Green and Blue sliders set to 200.

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## Doing Text Effects with Plugin Galaxy

# Text Effects

# Text Effects

# Text Effects

# Text Effects

# Text Effects

**Step 1:** Open a new image with white background.

**Step 2:** Add any black text you like.

**Step 3:** Create a selection from the black text with magic wand tool or use the selection that was created when adding the text. Then contract the selection by a few pixels to leave a black border.

**Step 4:** Apply one of the **Synthesizer** effects.

**Step 5:** Expand the text selection by the same pixel amount you contracted it before. To add some depth apply a standard drop shadow effect.

**Variation 1:** In Step 4 a **Rainbow** effect was used.



*Variation 2:* In Step 4 **Breakfast** with activated Shadow check box was applied. After that the shadow effect was colored to brown to achieve a wood look.



*Variation 3:* The Noise Creator effect of the **Noiseee** group was used in Step 4. Then the Magic Invert effect of the **Coolorize** group was applied.

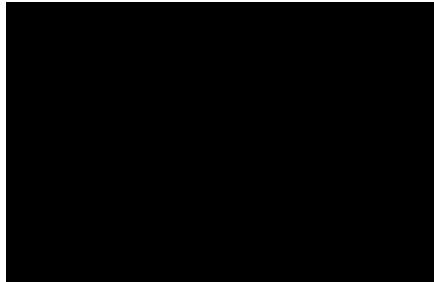


*Variation 4:* At first one of the **Fusion** effects was applied to create a bevel effect. Then a **Breakfast** effect was used to generate a shadow effect. And finally the **Fusion** effect was applied again.

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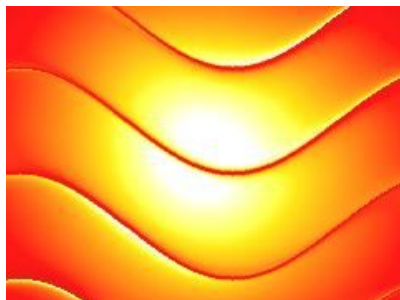
## Generating Glass Tiles with Plugin Galaxy



**Step 1:** Open a new image with a black background.



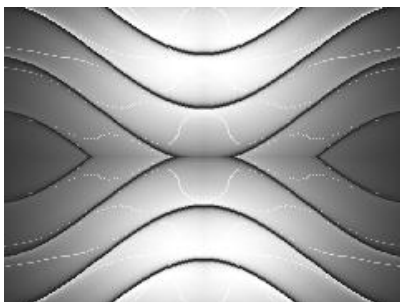
**Step 2:** Choose the **Nature > Sunshine** effect, press the Reset button and set the Intensity slider to 380.



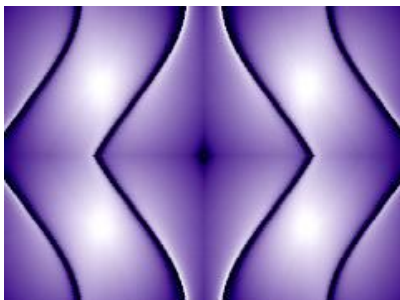
**Step 3:** Apply one of the **Glass** effects.



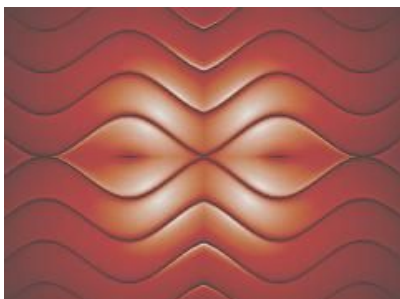
**Step 4:** Apply a **Mirror** effect e.g. the Quadrant NW effect.



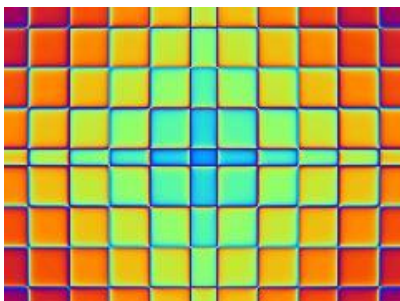
*Variation 1:* In Step 2 the **Nature > Star** effect was used and the other two effects were applied with other settings.



*Variation 2:* Same Procedure, but other effect settings.



*Variation 3:* Same Procedure, but other effect settings.



*Variation 4:* In Step 2 one of the **Rainbow** effects was used and the other two plugins were applied with other settings.

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## Simulating Sunsets with Plugin Galaxy



**Step 1:** Open a photo which contains a sky.



**Step 2a:** To create an *early sunset effect*, select the **Nature > Sunshine** effect and press the Reset button. To position the effect correctly right click on the preview.



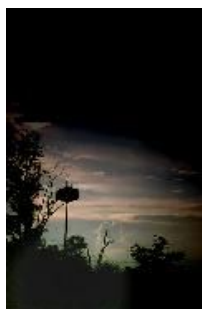
**Step 2b:** A *late sunset effect* is achieved by additionally activating the Invert check box and reducing the value of the Intensity slider.



**Step 2c:** For an *after twilight effect* reduce the value of the Brightness slider and place some twinkling stars with the **Nature > Star** effect.



*Variation 1:* To create less colorful sunset effects, you can use the Sunshine effect of the **Sunshine** group. Use the Brightness slider to adjust the effect.



*Variation 2:* By activating the Invert check box and adjusting the effect with the Size slider, you can dim the whole photo and leave only a small lighten area.



*Variation 3:* You can also use the **Coolorize** effect group to create interesting sunset effects. For this example the Twilight effect was used.



*Variation 4:* At first **Coolorize > Fade** was applied, then the **Sunshine > Sunset** was used to add the sun.

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## Doing Funny Faces with Plugin Galaxy



**Step 1:** Open a photo which contains the portrait of a person.



**Step 2a:** Activate the **Feedback > Simple** effect. Set the first and last slider to the minimum value and the two sliders in between to their maximum value. Then activate the Angulate check box and right click a bit to the left of the center of the preview. This should create a kind of *joker face*.



**Step 2b:** To create a *macho face* right click a bit below of the center of the preview.



**Step 2c:** For a *balloon or alien face* right click a bit above the center of the preview.



**Step 2d:** For a *jerk face* right click a bit below and right of center of the preview.



**Variation 1:** To create a **radial feedback portrait** deactivate the check boxes, drag the Feedback slider to around 3/4 of its range and the Zoom slider to around 1/4 of its range.



**Variation 2:** For a **glass cut portrait** select the **Feedback > Special** effect. Drag the Feedback slider to 3/4 of its range and the other sliders to 1/2.



**Variation 3:** To do some horror scenarios try the Sine or Cosine Feedback effects.



**Variation 4:** Last but not least, the Warp effect group proves to be useful for creating funny faces, too. For this example the **Warp > Ripple Wave** effect was used with the first slider set to zero.



**Variation 5:** This example was done similar to Variation 4, but additionally the Angulate check box was activated and the coordinate cross was placed by right clicking on the preview.

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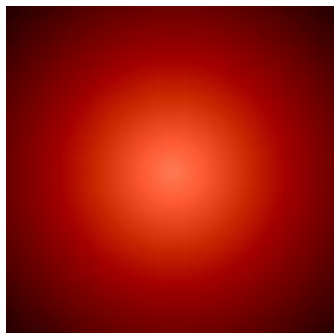


## Creating a Bubble

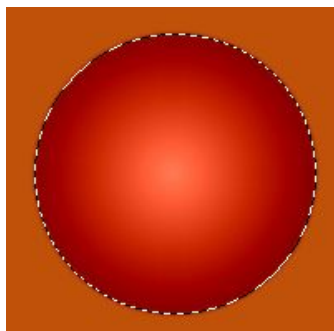
(by Robin Rowlands)



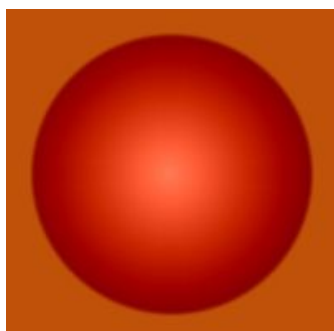
**Step 1:** Choose a background color to suit the filter you use. Some practice might be needed to learn which colors work well together. (However, as you can always recolor the final result, it's not that important.)



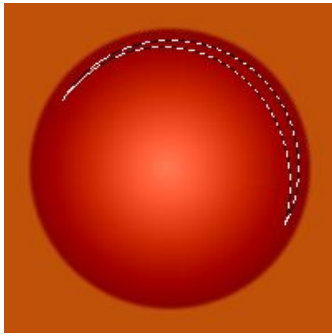
**Step 2:** Use any of the filters with a radial gradient style - such as Rainbow, Colorize > Twilight, Nature > Sunset etc. This is Colorize > Twilight, with the Sepia Twilight preset. If you use a filter which allows you to set a preview coordinate, you can have the main light point on the bubble off center.



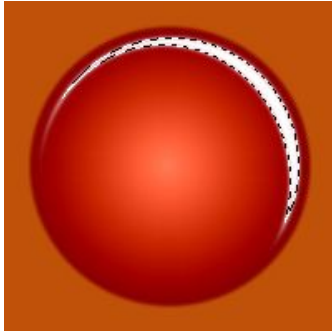
**Step 3:** Select a circle to take in what you want of the filter result.



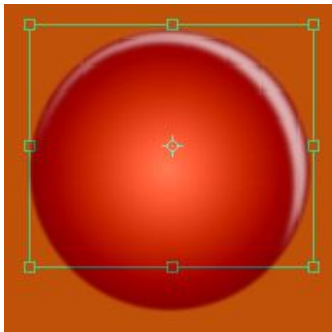
**Step 4:** Promote or copy the circle to a layer.



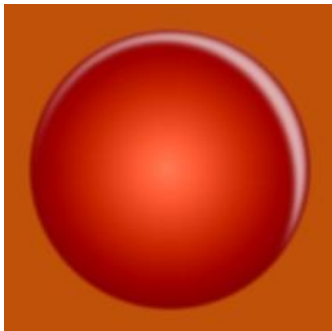
**Step 5:** On another new layer, make a circle selection to create a highlight - doesn't matter where or what size. Make a cutting selection to create a "sliver". Feather the selection for a smoother result.



**Step 6:** Fill with white, e.g. with the paint bucket tool. (This highlight is probably too big, but it's an example.)



**Step 7:** Apply Bluur > Full Blur a few times to soften the highlight. Reduce the opacity of the layer to suit what you want. Scale, position and rotate the sliver to your requirements.



**Step 8:** Merge your visible layers. Colorize, copy and paste and scale as desired.



**Step 9:** Finished off with Plugin Galaxy's Blue Mood preset and a photo. This shows you can get quite creative with something as simple as a bubble!

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## Sunflare

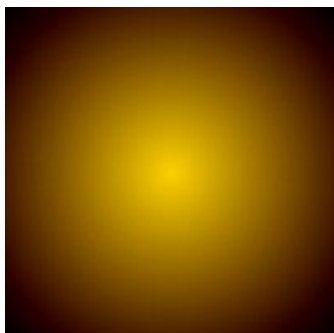
(by Robin Rowlands)

The settings in this tutorial are only a guideline, and will reproduce something like the flare below.

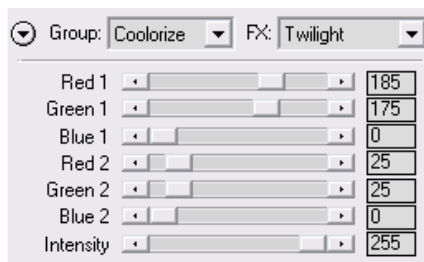
Experiment to find what you like best for yourself.



**Step 1:** Start with a square, filled with a color from yellow to orange. (Of course you can modify everything here to other colors of your own taste, choosing and moving color sliders appropriately.)



**Step 2:** Apply Plugin Galaxy **Coolorize > Twilight** to create a ball of graduated color, using approximately the settings below.

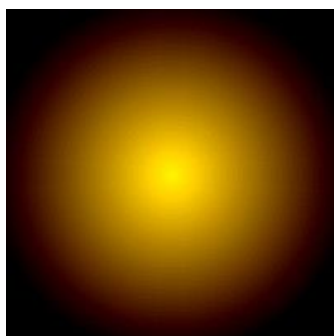


For the colors we are using here, Blue sliders are not relevant.

Adjusting the Green sliders will increase the amount of yellow in the "ball".

Adjusting the Red sliders will increase the amount of red.

You will notice that even with Intensity set to a maximum of 255 your ball is still filling too much of the square.



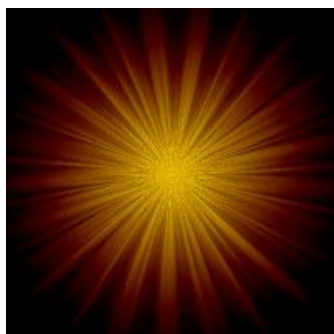
**Step 3:** You want a bigger black border area, so that the beams of the finished flare are not cut off at the edges.

To decrease the size of the ball, you can either apply **Coolorize > Fade**, or go back to **Coolorize > Twilight** and adjust the Intensity slider to the left. The smaller the slider number, the bigger the ball will be. Here, Intensity was set all the way to Zero.



**Step 4:** Apply the **Warp > Flower** filter.

There are only three sliders: X, Y and Intensity. Adjust them to your own taste. Your initial application should have fairly "broad", soft beams.



**Step 5:** Apply the filter again, to create more and finer beam lines. This creates the flare effect.



**Step 6:** If you want a softer look, you can use **Bluur > Outburst Blur**. Here the slider values were set to D Intensity = 0 and M Intensity = 255.



**Step 7:** Finish your flare with a single big **Nature > Star**.



*Variation 1:* The same effects applied using blue.



*Variation 2:* **Warp > Wave** and **Nature > Sunset** were applied after Step 6.

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## The Effects

### **Alpha Mask**

*manipulates the transparency of layers.*

### **Bluur**

*creates different blur effects*

### **Breakfast**

*creates different textures*

### **Coolorize**

*manipulates the colors of an image*

### **Cryptology**

*lets you encrypt and decrypt your images at 64bit*

### **Edge Tool**

*creates many edge variations*

### **Feedback**

*creates radial feedback and vortex effects*

### **Fusion**

*creates metal, chrome, neon and popart effects*

### **Glass & Grid**

*creates glass-like and grid effects*

### **Mirror**

*creates different mirror effects*

### **Nature**

*creates star, star field, sunshine and sunset effects*

### **Noiseee**

*creates different noise effects*

### **Page Curl**

*Creates page curls and page rolls*

### **Rainbow**

*creates different rainbow gradients*

**Synthesizer**

*creates synthetic patterns like some old video synthesizers do*

**Warp**

*creates different warp effects*

**Zoom**

*creates a zoom circle*

# Alpha Mask

Manipulates the transparency of layers.



**Remove**

Makes a certain color transparent



**Fade**

Adjusts the current alpha values



**Brightness**

Creates transparency according to the brightness of the image



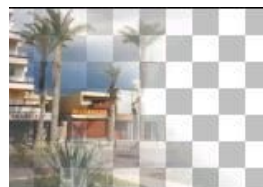
**Linear**

Creates transparency according to a linear gradient



**Circle**

Creates transparency according to a circular gradient



**Angle**

Creates transparency according to an angular gradient



**Frame I**

Creates transparent frame



**Frame II**

Creates transparent frame



**Frame II**

(applied to the background image)

**Attention:** If you apply this plugin to a layer or object the alpha channel of the transparency will be manipulated. If you apply it to the background image or if your application doesn't support transparency, the plugin will use the color of the color box as a blending source.

## Intensity Slider

Lets you adjust the alpha mask.

## Invert Check Box

Inverts the alpha mask effect.

## Rotate Box

Angle only: Rotates the effect by 90 degree

### Color Box

*If the plugin is applied to a layer or object, the color box will only work with the Remove effect. It then defines the color which will be made transparent.*

*If you apply the plugin to the background image or if your application doesn't support transparency, the color of the color box will be used as a blending source for all effects. The best results are produced by dark colors. For example a full white will have no effect.*

*Windows:* Shift clicking on the color box to activate a color picker for selecting a color from the preview.

*Macintosh:* Shift click on the preview to select a color from the preview.

### Preview Coordinate

*Only works for Linear Mask, Circle Mask and Angle Mask.*

*Windows:* Right click on the preview to set a coordinate.

*Macintosh:* Ctrl click on the preview to set a coordinate.

## Bluuur

creates different blur effects.



**Cross Shift**



**Motion Shift**



**Outburst Shift**



**Max Shift**



**Min Shift**



**Cross Blur**



**Motion Blur**



**Outburst Blur**



**Max Blur**



**Min Blur**



**Full Blur**



**Full Burst Blur**



**Full Max Blur**

### Intensity Slider(s)

A higher value creates a more intense blur effect.

### Angle Slider

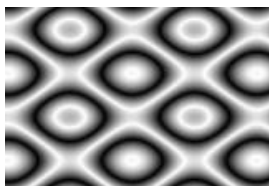
*Motion Shift and Motion Blur only:* Controls the blur angle.

**Precise  
Check Box**

If activated, the values of the Intensity slider are pixel values.  
Otherwise the effect is scaled according to the image size.

## Breakfast

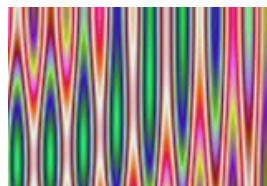
*Creates different textures.*



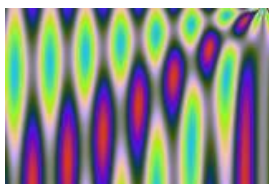
**Eggs**



**Cheese**



**Butter**



**Marmalade**



**Sausage**



**Flower**



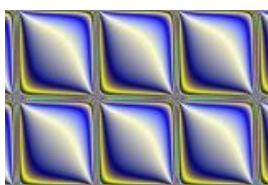
**Magnolia**



**Butterfly**



**Plate**



**Wall**

### Wave 1/2 Sliders

Adjusts the amplitudes of the waves that the effect consists of.

### Zoom Slider

Lets you zoom in and out thus shrinking or enlarging the pattern.

### Complexity Slider

Increases the color complexity of the pattern.

### Cycle Slider

Lets you cycle through the colors.

### Red / Green / Blue Sliders

Lets you adjust the colors.

**Angulate / Radiate  
Check Box**

If activated, there will be an angular/radial effect which can be adjusted by right clicking (Windows) or holding the Ctrl key and clicking (Mac) on the preview. *If both or none of the check boxes are activated, it is possible to position the center of the effect by right clicking (Windows) or holding the Ctrl key and clicking (Mac) on the preview.*

**Shadow Check Box**

If activated, it will create an alternative Shadow effect that can be adjusted with the Red/Shad. slider.

## Coolorize

*manipulates the colors of an image.*



### RGB Intensify

Intensifies the colors



### Color Tuner

Tunes the colors



### YUV Intensify

Intensifies the colors according to their UV components



### Magic Invert

A special negative effect



### Twilight

Produces twilight effects



### Fade

Creates a circular color fade



### b/w Limiter

Lets you turn certain colors into gray colors



### Greyscale

Makes a image b/w with adjustable color channels



### Cartoon Look

Produces a cartoon look



### RGB Saturation

(De)saturates the color channels separately



### Adjust

Adjusts brightness and contrast

## Red1 / Green1 / Blue1 Sliders

*RGB Intensify:* Intensity of the red, green and blue effect

*Color Tuner:* Intensifies the red, green or blue parts of the image

*YUV Intensify:* Adjusts the red, green and blue V-component

*Magic Invert:* Adjusts the brightness of the red, green and blue color channel

*Twilight:* Adjusts the brightness of the red, green and blue color channel

*Fade:* Adjusts the size of the red, green and blue halo

*b/w Limiter:* Red, green and blue pixel values below these slider values won't be turned into b/w.  
=> Bottom Value

*Greyscale:* Weight of the red, green and blue color channel for calculating the gray tones.

*Cartoon Look:* Adjusts the brightness of the red, green and blue color channel

*RGB Saturation:* Saturation of the red, green and blue color channels

## Red2 / Green2 / Blue2 Sliders

*RGB Intensify:* Weight of the red, green or blue component

*Color Tuner:* Decreases the intensity of the red, green or blue parts of the image

*YUV Intensify:* Adjusts the red, green and blue U-component

*Magic Invert:* Defines the extent of neagativity of the red, green and blue channel

*Twilight:* Adjusts the size of the red, green and blue halo

*Fade:* Adjusts the size of the red, green and blue halo

*b/w Limiter:* Red, green and blue pixel values above these slider values won't be turned into b/w.  
=> Top Value

*Greyscale:* no function

*Cartoon Look:* no function

*RGB Saturation:* Weight of the red, green and blue color channel for calculating the saturation

**Exposure Slider**

*Adjust:* Darkens or brightens the image

**Contrast Slider**

*Adjust:* Influences the contrast of the image

**Amplify Slider**

*Adjust:* Controls the black and white points

**Brightness Slider**

Controls the overall brightness of the final effect.

**Intensity Slider**

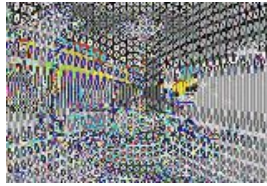
A higher value creates a more intense color effect.  
Does not work for *RGB Saturation*

# Cryptology

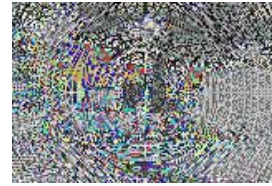
Lets you encrypt or decrypt your images at 64bit.



Color



Radial



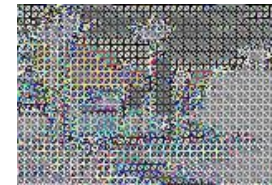
Randix



Weak



Mixed



Nail



Sine



Moire



Noise Encrypt/Decrypt



Erode



Cross Encrypt/Decrypt

**Attention:** Please set the Brightness slider to zero and the blend feature to "Normal" and 255. Otherwise the decryption will not work. Please only use the Brightness and blend features for special effects.

## Key 1 to Key 8 Sliders

Lets you select 8 numbers that represent a 64bit key.

If the image isn't encrypted, the numbers will be used to encrypt it. If the image is already encrypted, the numbers will be used to decrypt the image.

*Please notice that some zoom levels will not show the decrypted image in the preview correctly. At 100% zoom the decrypted image is correctly displayed for most effects. The Noise and Cross decryption needs to be applied to the image to decrypt it, the decrypted image will not show in the preview.*

## Edge Tool

*Creates many edge variations.*



**Wave Edge**



**Cutline Edge**



**Wonder Edge**



**Chopper Edge**



**Wobble Edge**



**Wildside Edge**



**Tooth Edge**



**Bubble Edge**



**Ripped Edge**



**Grainy Edge**



**Woodcut Edge**



**Cave Edge**



**Jungle Edge**



**Curved Edge**



**Splash Edge**

### **X / Y Factor Sliders**

Defines the horizontal and vertical amplitude of the waves that the edge effect consists of.

### **Intensity Slider**

A higher value produces a more intense edge effect.

<b>3. / 4. Factor Sliders</b>	Let you create even more edge variations.
<b>Width / Height Sliders</b>	Control the width and height of the edge effect. The higher their value, the larger will be the edge.
<b>Smooth Slider</b>	Smoothes the edge shape.
<b>First Color Box</b>	Lets you select the color of the area outside the edge.
<b>Second Color Box</b>	If it has the same color as the first color box, there is no effect. If you use a different color and a Smooth slider value above zero, than the inner areas of the edge shape will be colorized.
<b>Circular Check Box</b>	Will turn the rectangular shape into a circular one.
<b>Invert Check Box</b>	If activated, the edge effect will be reverted.
<b>Zoom Check Box</b>	If the zoom check box is deactivated, the edge effect will depend on the image size. If you activate it, the effect will look the same regardless of the image size.
<b>Preview Coordinate</b>	Lets you place the edge everywhere on the image. Right click (Windows) or hold the Ctrl key and click (Mac) on the preview to set a coordinate.

## Feedback

Creates radial feedback and vortex effects.



Simple



Sine



Cosine



Tangens



Special



Quad



Tunnel

### Feedback Slider

Determines the amount of radial feedback loops.

### Vortex Slider

Creates a kind of vortex effect. If set to zero there will be no vortex effect.

### Zoom Slider

Lets you zoom and stretch the image. *High Zoom values are only usefull, if the Feedback and Vortex sliders have high values.*

### Angle Slider

Lets you rotate the image up to 360 degrees.

### Angulate / Radiate Check Box

If activated, there will be an angular/radial effect which can be adjusted by right clicking (Windows) or holding the Ctrl key and clicking (Mac) on the preview. *If both or none of the check boxes are activated, it is possible to position the center of the effect by right clicking (Windows) or holding the Ctrl key and clicking (Mac) on the preview.*

### Soften Check Box

Softens the effect.

## Fusion

*Creates metal, chrome, neon and popart effects.*



**Metal**



**Chrome**



**Neon**



**Xeon**



**Diffuse** check box



**Popart**

### Intensity / Fine Tuning Sliders

The higher the value, the more intense the effect.

### Diffuse Slider

Lets you shift the colors of the effect or intensify the diffuse effect if the Diffuse check box is activated.

### Softness Slider

Is for adjusting the softness of the effect.

### Red / Green / Blue Sliders

Defines the color of the effect. *E.g. select Red = 226, Green = 199 and Blue = 0 for GOLD or Red = Green = Blue = 221 for SILVER.*

### Frequency Slider

Values below zero create more ripples, but increase the rendering time. Values above zero will even the surface.

### Diffuse Check Box

Creates a diffuse effect. To blend with the regular Fusion effect, please additionally activate the Overlay or Expose check boxes. To adjust the intensity of the diffuse effect, please use the Diffuse slider.

## Glass & Grid

*Creates glass-like and grid effects*



**Bubble Glass**



**H-Wave Glass**



**V-Wave Glass**



**Tiled Glass I**



**Tiled Glass II**



**Rippled Glass**



**Bubble Grid**



**Grid Shine**



**Toaster Grid**

### X Wave / Y Wave Sliders

Controls the horizontal and vertical size or amplitude of the glass cells.

### Size Slider

Controls the overall size. *Has no influence on the two Tiles effects.*

### Intensity Slider

Controls the intensity of the light refraction.

### Angulate / Radiate Check Box

**Glass Only:** If activated, there will be an angular/radial effect which can be adjusted by right clicking (Windows) or holding the Ctrl key and clicking (Mac) on the preview. *If both check boxes are activated, it is possible to position the center of the effect by right clicking (Windows) or holding the Ctrl key and clicking (Mac) on the preview.*

### Shift Check Box

**Glass Only:** Will shift the effect 45 degree around.

### Web Check Box

**Grid Only:** Turns the square look into a web-like effect. Right clicking (Windows) or holding the Ctrl key and clicking (Mac) on the preview will place the position of the center of the web.

### Invert Check Box

**Grid Only:** Gives the grid an inward look.

## Mirror

*creates different mirror effect.*



**Vertical Right**



**Vertical Left**



**Horizontal Top**



**Horizontal Bottom**



**Quadrant NW**



**Quadrant NE**



**Quadrant SE**



**Quadrant SW**



**Crossing Left**



**Crossing Top**



**Crossing Right**



**Crossing Left**

### Preview Cross

Right click (Windows) or holding the Ctrl key and click (Mac) on the preview to define the focus of the mirror effect.

## Nature

creates star, star field, sunshine and sunset effects



**Star**



**Star**  
Nova check box



**Star**  
simulating the sun



**Star Field**



**Star Field**  
Mutate, Nova and Alpha  
check box



**Star Field**  
simulating snow



**Sunshine**



**Sunset**

### Preview Cross

*Star*: Right click (Windows) or hold the Ctrl key and click (Mac) on the preview to set the position of the star.

*Star Field*: Right click (Windows) or hold the Ctrl key and click (Mac) to randomize the position and size of the stars.

*Sunshine & Sunset*: Right click (Windows) or hold the Ctrl key and click (Mac) on the preview box to set the coordinates for the shine effect.

### x / + / o Sliders

Control the size of the three elements the star(s) is/are built of.

### Overall Size Slider

*Star*: Defines the overall size of the star.

*Star Field*: Defines the sizes and number of stars.

### Intensity Slider

*Sunshine & Sunset*: Intensify the effect with it.

### Size Slider

*Sunshine:* Adjusts the size of the SunShine effect or the red channel of the SunSet effect.

### Red / Green / Blue Sliders

*Star & Star Field:* Adjust the color of the star(s).  
*Sunset:* Adjusts the channels of the Sunset effect.

### Mutate Check Box

*Star:* Deactivates the glow effect of the star  
*Star Field:* Randomizes the look of the stars.

### Nova Check Box

*Star:* Produces a wide range halo.  
*Star Field:* Randomizes the colors of the stars.

### Alpha Check Box

*Star & Star Field:* If the plugin is applied to a layer or object and this check box is activated, all other image data will be erased and the background of the star(s) will be transparent. If the plugin is applied to the background image, the stars will be placed on a black background.

### Invert Check Box

*Sunshine & Sunset:* Inverts the effect.

# Noiseeee

Creates different noise effects.



Noise Creator



Brightness Grain



Noisy Painting



Sharpness Noise



Overpainter



Mud



Slicer

## Amount Slider

Lets you adjust the noise amount.

## Density Slider

Controls the density of the noise effect. *Doesn't influence the Slicer effect.*

## Brightness Slider

Is for adjusting the brightness of the effect.

## Blending Slider

Determines the amount with which the effect is blended with the original image.

## Color Box

If the Color check box is activated, the color of the color box is used to colorize the noise effect.

## Invert Check Box

Inverts the effect. *Doesn't work for all effects.*

## Colored Check Box

Activate it to get a colored noise effect.

## Overlay Check Box

Melts the original image with the effect thus producing an overlay effect.

## Page Curl

*Creates page curls and page rolls*



**Bottom Right**



**Right Top**



**Bottom**



**Bottom Left**



**Top Left**



**Right Bottom**

### Effects Combo Box

Lets you choose between 12 positions of the page curl effect and 4 positions of the page roll effect.

### Progress Slider

Moves the curl progressively over the image.

### Height / Width Sliders

Adjusts the Height and Width of the page curl. Using both sliders simultaneously also lets you change the inclination of the curl. If both sliders have the same value the inclination will be around 45 degree.

### Horiz. / Vert. Shift Sliders

Lets you move the curl horizontally or vertically over the image.

### Opacity Slider

The lower the value, the more transparent will the curl become.

### Surface Slider

A low value produces a uniform curl surface while a high value creates a more 3D-like look.

### Shadow Slider

Determines the size of the shadow that will be displayed behind the curl.

### Color Box

Clicking on the color box lets you choose a color for the curl. Please use bright colors, because dark colors won't a very good contrast.

### Col. Shad. Check Box

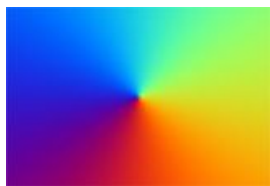
If this check box is activated, the shadow will have the same color as the curl. Otherwise the shadow will remain gray.

### Alpha Check Box

If this check box is activated and the image is placed on a layer, then the area behind the curl will get transparent.

## Rainbow

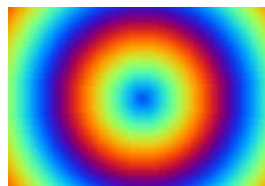
Creates different rainbow gradients.



**Beam**



**Linear**



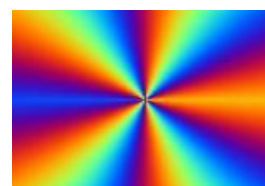
**Radial**



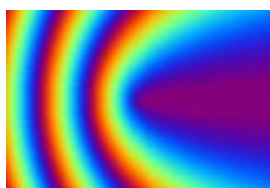
**Curl**



**Twirl**



**Angle**



**Horizontal Bow**



**Vertical Bow**



**Overlay blend mode**

### Preview Cross

Right click (Windows) or hold the Ctrl key and click (Mac) on the preview to set the center of the effect. *For the Linear effect you have to use the preview cross to change the angle and density of the linear rainbow gradient.*

### Angle Slider

Lets you rotate the rainbow color 360 degrees around.

### Multiply Slider

Adjusts the density of the effect e.g. a value of four means that the effect consists of 4 rainbow gradients.

### Red / Green / Blue Sliders

If each of these three sliders has a value of 255, the rainbow effect uses the full color spectrum. Decreasing these slider values, will remove color components from the rainbow effect.

### Shift Check Box

Lets you move the rainbow colors.

## Sunshine

*Creates sunshine or sunset effects.*



**SunShine**



**SunSet**

### Preview Cross

right clicking on the preview box will set the coordinates for the shine effect.

### Intensity Slider

Intensify the effect with it.

### Red / Size Slider

Adjusts the size of the SunShine effect or the red channel of the SunSet effect.

### Green

*Only works with the SunSet effect.* Let's you adjust the green channel of the SunSet effect.

### Blue

*Only works with the SunSet effect.* Let's you adjust the blue channel of the SunSet effect.

### Brightness

Controls the overall brightness.

### Invert Check Box

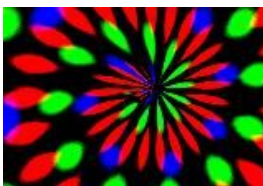
Inverts the effect.

## Synthesizer

*Creates synthetic patterns like some old video synthesizers do.*



**Flower Power**



**DNS**



**Gyroscope**



**Spiraloscope**



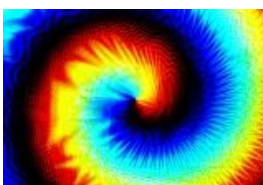
**Plasma**



**Chaos**



**Dragon's Tail**



**Space Worm**



**Warp check box**

### Intensity Slider

Intensifies the effect.

### Swirl Slider

Adds swirl to the effect.

### Red / Green / Blue Size Sliders

Defines the size of the red, green and blue particles.

### Modulation Slider

Modulates the effect particles.

### Warp Slider

Only works if the Warp check box is activated.

### Warp Check Box

Activates the warp effect which can be adjusted with the Warp slider.

### Angulate / Radiate Check Box

If activated, there will be an angular/radial effect which can be adjusted by right clicking (Windows) or holding the Ctrl key and clicking (Mac) on the preview. *If both or none of the check boxes are activated, it is possible to position the center of the effect by right clicking (Windows) or holding the Ctrl key and clicking (Mac) on the preview.*

## Warp

*Creates different warp effects.*



**Wave Warp**



**Square Warp**



**Cubic Warp**



**Trans Warp**



**Pool Warp**



**Flower Warp**



**Web Warp**



**Ripple Warp**



**Bubble Warp**



**H-Wave Warp**



**V-Wave Warp**



**Water Warp**



**Wonder Warp**



**Swirl Warp**

### X / Y Wave Sliders

Defines the horizontal and vertical amplitude of the waves that the warp effect consists of.

### M / D Wave Sliders

Define the radial and angular amplitudes of the waves that the warp effect consists of.

### Intensity Slider

A higher value produces a more intense warp effect.

### Angulate / Radiate Check Box

If activated, there will be an angular/radial effect which can be adjusted by right clicking (Windows) or holding the Ctrl key and clicking (Mac) on the preview. *If both or none of the check boxes are activated, it is possible to position the center of the effect by right clicking (Windows) or holding the Ctrl key and clicking (Mac) on the preview.*

### Shadow Box

If activated, it will produce an alternative shadow effect which can be adjusted with the Blend/Shad. slider.

# Zoom

*lets you create zoom areas.*



**Circle**



**Rectangle**



**Triangle**

## Preview Cross

Right click (Windows) or hold the Ctrl key and click (Mac) on the preview to set the position of the zoom area.

## Zoom Factor Slider

A value of 2 means that the zoom area displays the image part beneath it at double size, a value of 3 at triple size etc. At a value of 1, there will be no zoom effect, only the zoom edge will appear.

## Circle Size Slider

Defines the size of the zoom area.

## Circle Edge Slider

Let's you set the size of the zoom edge. A value of zero means that there will be no edge visible.

## Color Box

Use it for selecting the color of the zoom edge.

## Interpolate Check Box

If this check box is deactivated, the zoom area will have a mosaic effect. If it is activated, the zoom area will look more even.

## Alpha Check Box

If this check box is activated and the image is placed on a layer, then the area outside the zoom shape will get transparent.