



Windows Version 3.09



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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

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Mac Development: Digital Element

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Beta Testers Version 1: Robin Rowlands

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



Version 3.09

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Description

Plugin Galaxy 3 is a plugin for creating special effects and enhancing images with the help of 160 native filters and countless Filter Factory effects. It supports multiple CPU cores for fast rendering and can be used as a smart filter. Plugin Galaxy works under Windows in dozens of graphics applications including Photoshop, Paint Shop Pro, Photoshop Elements, PhotoPlus, Photo-Paint, and IrfanView. It supports 8bit and 16bit RGB and grayscale images.

New in Version 3

Version 3 of Plugin Galaxy renders up to **twelve times faster**. It now supports **smart filtering**, action recording and Filter Factory effects. **245 Filter Factory effects** are already included with Plugin Galaxy and 3000 additional effects can be downloaded and imported. 45% of all native Plugin Galaxy effects produce a **much smoother result**. **5 new native effects** (e.g. Anaglyph 3D, Outburst Shift), 9 new presets and various new effect options were added. The preview can now be **zoomed up to 3200%** and double clicking a slider label sets a default value. A **new Skin feature** imitates the user interface of Lightroom, Photoshop, Photoshop Elements and PaintShop Pro.

The Native Effects

Plugin Galaxy provides filters for **transparency manipulation, blurring, texture and pattern generation, noise creation, mirroring and warping**. It also includes **metal, chrome, neon, pop art, glass, page curl, rainbow, sunshine, sunset and star effects** and lets you **enhance, colorize, add edges** to your photos and even **encrypt** them. There are also effects like **feedbacks, grids or zooming**. Additionally Plugin Galaxy includes presets for creating **fire, rain, snow, water surface, metallic text, contrast and frame effects** as well as rendering **cosmic scenes**.

Filter Factory Support

Plugin Galaxy 3 offers **245 Filter Factory effects** and lets you **import 3000 more effects**, which can be downloaded from the web. Plugin Galaxy renders these filter effects with a **higher quality than any other Filter Factory engine** by using bicubic interpolation and floating point precision and makes sure that they **produce the same effect independent of the image size**. You can also apply Filter Factory effects to 16-bit images in 64-bit applications as well as stack stack multiple filters as effect layers and save them as a preset. Blending the effects with the original image according to 20 different blending modes and adjusting their brightness is possible too.

Unlimited Possibilities

All Plugin Galaxy effects are accessible from a single dialog. Thousands of potential effects can be created with the help of sliders, check boxes, color boxes, preview coordinates and blend modes. The **Play button** generates random animations in the preview for exploring the possibilities of all effects and the Jump button produces random filter settings. With the **Layers feature** you can also apply multiple effects to the image without leaving the Plugin Galaxy dialog. Additionally you can save layers including their filter settings as preset files and open them for later use. **490 presets are already included** with Plugin Galaxy. Many Plugin Galaxy effects also affect the transparency of image layers which offers further possibilities.

For Beginners as well as Experts

Plugin Galaxy offers four modes for adjusting the effects from the simple Novice Mode to the sophisticated Expert Mode. The Classic Mode is very similar to the previous version of Plugin Galaxy and the Manual Mode makes all essential controls available without switching between tab sheets. You can also apply the same effect to a large number of images by batch processing them in Cloak Mode.

What Makes It Special

Unlike many other effect collections you can select all Plugin Galaxy effects from a single dialog and apply multiple effects without leaving the plugin, which saves a lot of time. The Play and Jump Buttons can give you new effect ideas with the help of random settings. 160 native and thousands of Filter Factory effects can be used to create unlimited effect variations with the help of various controls and by combining the effects with each other. All in all, Plugin Galaxy also offers many

useful effects and features in a package with a low price.

Compatibility

Plugin Galaxy 3 works under Windows **8, 7, Vista, XP** and supports 8bit RGB, 8bit grayscale, 16bit RGB and 16bit grayscale images.

You need to have one of the following applications installed to use it:

64-bit:

- ◇ Adobe Photoshop (*Version CS4 or higher*)
- ◇ Adobe Illustrator (*Version CS6 or higher*)
- ◇ Computerinsel Photoline 64 (*Version 16 or higher*)
- ◇ CorelDRAW (*Version X6 or higher*)
- ◇ Corel Painter (*Version 12.1 or higher*)
- ◇ Corel Photo-Paint (*Version X6 or higher*)
- ◇ Paint.NET (*with the PSFilterPdn plugin*) (*Freeware: www.getpaint.net*)
- ◇ Serif PhotoPlus (*Version X6 or higher*)

32-bit:

- ◇ Adobe Photoshop (*Version 3 or higher, Version CS1 or higher*)
- ◇ Adobe Photoshop Elements
- ◇ Adobe PhotoDeluxe
- ◇ Adobe After Effects (*Version 4.1, 5.0 and 5.5, but not animatable*)
- ◇ Adobe Illustrator (*Version 7 or higher*)
- ◇ Adobe ImageReady (*Version 2 or higher*)
- ◇ Adobe PageMaker (*Version 6.5 or higher*)
- ◇ ACDSYSTEMS Photo Canvas (*Version 2 or higher*)
- ◇ ACDSYSTEMS Photo Editor (*Version 3 or higher*)
- ◇ ACDSYSTEMS Canvas (*Version X or higher*)
- ◇ albelli photo book creator (*Freeware: www.albelli.co.uk*)
- ◇ Ambient Design ArtRage Studio Pro (*Version 3 and higher*)
- ◇ Arcadia PhotoPerfect (*Version 2.9 or higher*)
- ◇ ArcSoft PhotoStudio (*Version 5.5 or higher*)
- ◇ Artweaver Plus (*Version 3 or higher*)
- ◇ Aurora Borealis Mandala Painter (*Version 3 or higher*)
- ◇ CADlink SignLab (*Version 5 or higher*)
- ◇ CDH Image Explorer Pro (*Version 4 or higher*)
- ◇ Computerinsel Photoline 32 (*Version 5 or higher*)
- ◇ CorelDRAW (*Version 9 or higher*)
- ◇ Corel Paint Shop Pro (*Version 10 or higher*)
- ◇ Corel Photo-Paint (*Version 9 or higher*)
- ◇ Corel Bryce (*Version 4 or higher*)
- ◇ Corel Painter (*Version 6 and higher, except Version 10 and 11*)
- ◇ Deneba Canvas (*Version 6 or higher*)
- ◇ DigiFoto (*Version 3.5 or higher*) (*Freeware: www.klausdoege.de*)
- ◇ DigiSoft ProMedia (*Version 2 or higher*)
- ◇ DigiSoft ImagePro 2K1
- ◇ Discreet Combustion (*Version 2 or higher, but not animatable and preview is bluish*)
- ◇ Equilibrium DeBabelizer Pro (*Version 4.5 or higher*)
- ◇ GIMP (*Version 1.2.4 or higher with the PSPI plugin*) (*Preview doesn't work correctly and may crash if you scroll it too often*)
- ◇ Helicon Filter (*Version 4.2 or higher*)
- ◇ Image Analyzer (with the *8bf Interface* plugin) (*Freeware: meesoft.logicnet.dk*)
- ◇ imageN (*Freeware: www.pixoid.com*)
- ◇ IrfanView (*Version 3.85 or higher, Freeware: www.irfanview.com*)
- ◇ Jasc Paint Shop Pro (*Version 4.12 or higher*)
- ◇ KnowledgeAdventure HyperStudio (*Version 4.2 or higher*)
- ◇ Logipole Konverter (*Version 4 or higher*)
- ◇ Macromedia Freehand (*Version 7 or higher*)
- ◇ Macromedia Fireworks (*Version 2 or higher, but transparency isn't correctly displayed in the preview*)

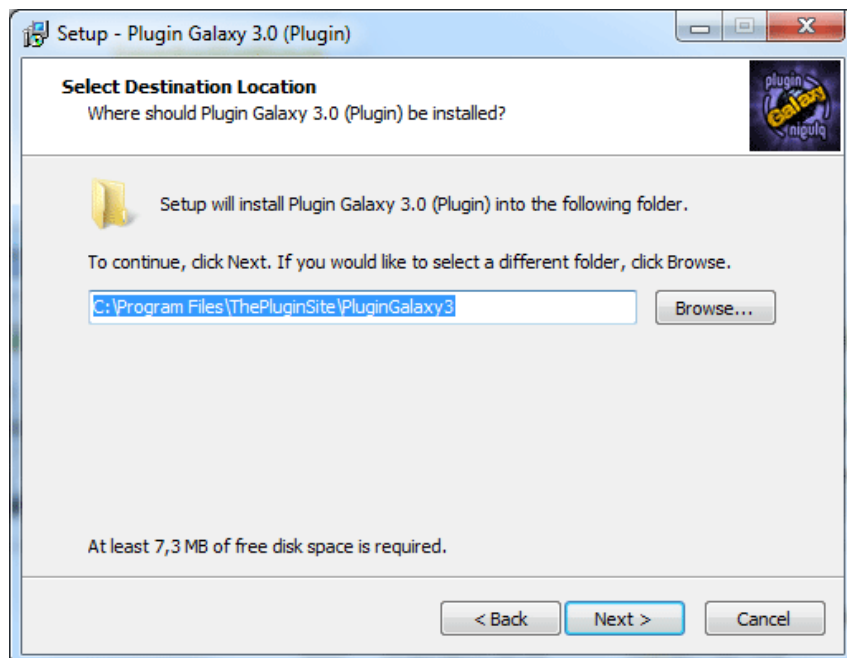
- ◇ Magix Xtreme Photo Designer (Version 6 or higher, but applying the plugin to a selection or object causes problems and sometimes random crashes occur, Freeware: www.magix.com)
- ◇ Mediachance PhotoBrush
- ◇ Megalux Ultimate Paint (Version 2 or higher)
- ◇ Megalux Ultimate FX (Freeware)
- ◇ Metacreations Painter (Version 6 or higher)
- ◇ Microfrontier Digital Darkroom (Version 1.2 or higher)
- ◇ Micrografx Picture Publisher (Version 8 or higher, but the preview zoom won't work)
- ◇ Microsoft Image Composer (Version 1.5 or higher, but dragging the preview isn't possible)
- ◇ Microsoft PhotoDraw 2000
- ◇ Microsoft Picture It! Digital Image Pro (Version 7 or higher, but a 100% zoom may not work correctly and Cancel sometimes produces a crash)
- ◇ Newwave Chaos Fx: Twilight'76 (Version 1.2 or higher)
- ◇ New World Focus PhotoEditor (Version 4 or higher)
- ◇ Paint.NET (with the [PSFilterPdn](#) plugin) (Freeware: www.getpaint.net)
- ◇ 19th Parallel Sagelight (Version 3 or higher)
- ◇ Photobie Design Studio (Version 1.8 or higher) (Freeware: www.photobie.com)
- ◇ Photo Filter Factory (Version 9 and higher)
- ◇ Picmaster (Version 1.25 or higher)
- ◇ Plugin Commander Pro (Version 1.5 or higher)
- ◇ PluginMaster
- ◇ PhotoFiltre Studio (Version 7 or higher)
- ◇ PhotoFiltre (Version 6.5 or higher) (with the [8bf Filters](#) plugin) (Freeware: photofiltre.free.fr)
- ◇ RealWorld Paint.com (Version 2008.1 or higher) (Freeware: www.rw-designer.com)
- ◇ QFX / QFX LE (Version 7 or higher)
- ◇ Right Hemisphere Deep Paint
- ◇ Satori PhotoXL (Version 2.29 or higher)
- ◇ Serif PhotoPlus (Version 6 or higher)
- ◇ Serif PhotoPlus Starter Edition (Version 2 or higher) (Freeware: www.serif.com)
- ◇ SigmaPi Pixopedia 24 (Version 1.0.5 or higher)
- ◇ SigmaPi NiGulp (Version 1.5 or higher) (Freeware: www.sigmapi-design.com)
- ◇ Stoik PictureMan Pro (Version 5 or higher)
- ◇ ThinkTank Ameri-Imager (Version 2 or higher)
- ◇ Ulead Gif Animator (Version 4 or higher)
- ◇ Ulead PhotoImpact (Version 4 or higher)
- ◇ Ulead PhotoExpress (Version 6 or higher)
- ◇ VCW Vicman's Photo Editor (Version 6.9 or higher, but preview dragging causes crash) (Freeware: www.photo-editor.net)
- ◇ WebSuperGoo Achroma
- ◇ Xara X
- ◇ XnView (Version 1.70 or higher) (Freeware: www.xnview.com)
- ◇ Zoner Photo Studio (Version 9 or higher)

Processing images with 16-bit/channel is only possible with one of the following applications:

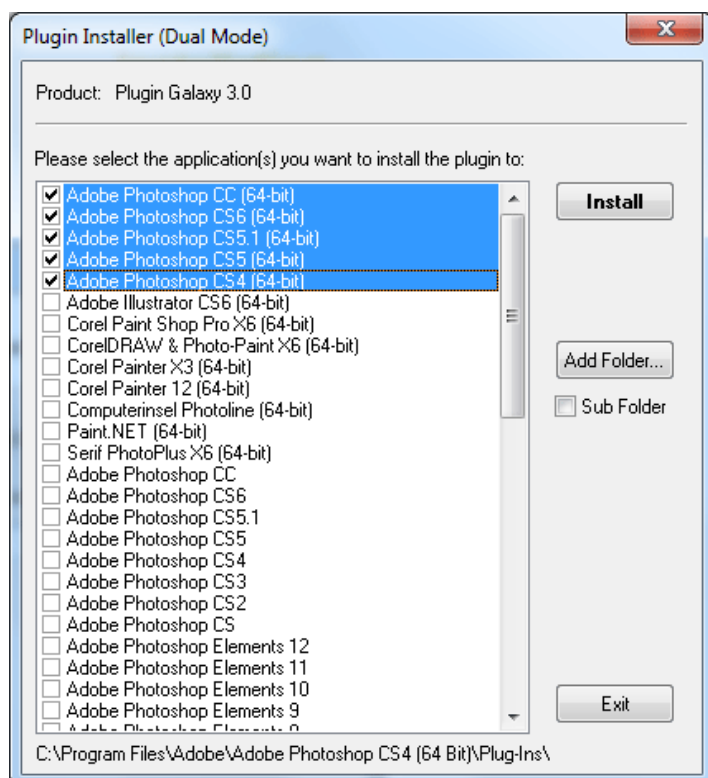
- ◆ Adobe Photoshop (Version 5 or higher)
- ◆ Adobe Photoshop Elements (Version 3 or higher)
- ◆ Computerinsel Photoline (Version 5 or higher)
- ◆ Corel Paint Shop Pro (Version X3 (Service Pack 3) or higher)
- ◆ 19th Parallel Sagelight (Version 3 or higher)

Installation

Method 1: Using Plugin Installer



After running the installer and choosing your installation language keep clicking the Next button. At some point during the installation process you will arrive at the "Choose Destination Location" dialog. On it you may enter the installation location for the Plugin Galaxy plugin. But we recommend that you keep the suggested installation path as you can later use the Plugin Installer tool to conveniently install the plugin.



At the end of the installation process the Plugin Installer dialog will be shown with a list of compatible applications, which are installed on your computer. The application at the top of the list is always activated by default. If you want to install Plugin Galaxy into other applications, you should activate them, too. Then press the Install button to copy the Plugin Galaxy plugin into the plugin folder of the selected application(s). Finally leave Plugin Installer with the Exit button.

You can run Plugin Installer again at any time from Start > Program > Plugin Galaxy 3 to add Plugin Galaxy to a new or previously installed compatible application.

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

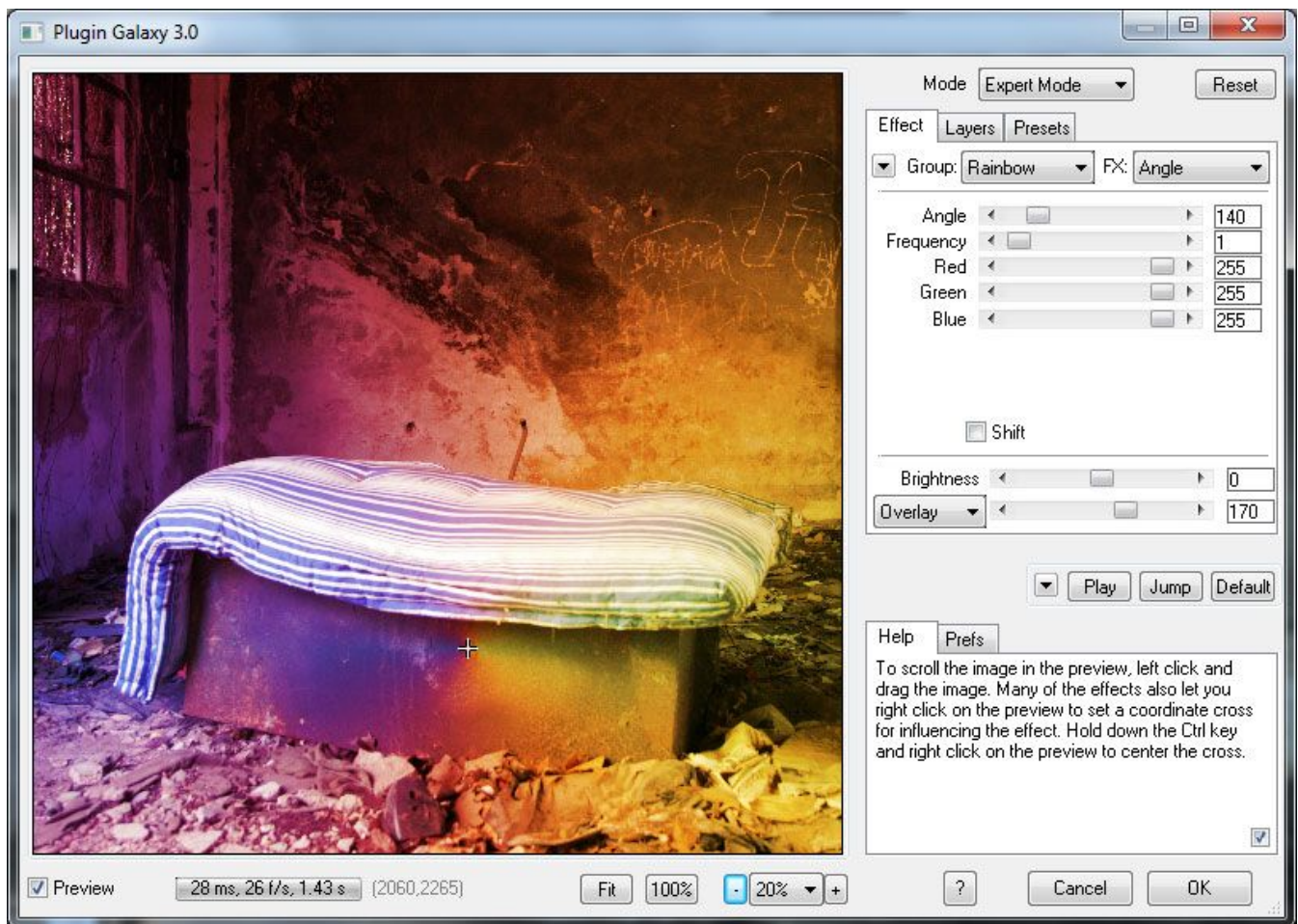
Method 2: Choosing a different installation folder and ignoring Plugin Installer

Method 1 is usually the most convenient way of installing Plugin Galaxy. If you keep your plugins in a folder outside your application's plugin folder, prefer to enter the installation folder in your application's preferences dialog or use an application that is not recognized by Plugin Installer, please do the following: On the "Choose Destination Location" dialog during installation select your preferred plugin folder. When Plugin Installer opens next, ignore it by closing it with the Exit button.

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 grayscale, 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 3" 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](#).

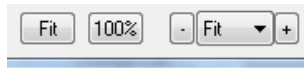
The Preview

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. This influences the look of the effect. You can also interactively drag the cross over the preview by holding down the right mouse button. If an effect supports preview coordinates, you a small cross appears in the hand cursor.

The Zoom Buttons and Zoom Check Box

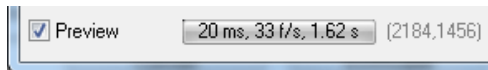


At the right bottom of the preview box you can see a '+' and '-' button with a percentage label in between. These zoom buttons let you adjust the size of the image in the preview box. 100% means that the original size of the image is displayed.

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%). 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.

For more convenience use the **Fit button**, which activates the Fit zoom option, and the **100% button**, which switches to a 100% preview zoom.

Auto Preview, Progress Bar and Preview Coordinates



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

The progress bar is displayed 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 label at the right hand side of the progress bar shows the current preview coordinate. Click on it to display a menu for setting the preview coordinate at a special position.

The Animation Box

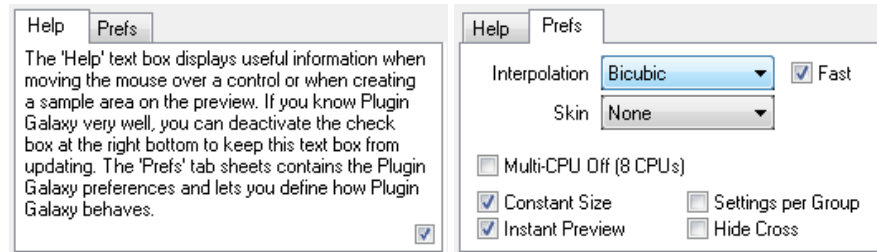


The **Play** button display as an animation in the preview. The animation is produced with the help of random slider values. While the animation plays you can use the other controls, e.g. change the zoom, drag a slider, choose another effect. To stop the animation, click on the same button again. The 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 two combo boxes and various check boxes. The **Interpolation** combo box determines the effect quality of the Feedback, Grid & Glass and Warp effect groups. It also influences certain Filter Factory effects. The default setting is "Bicubic", which produces the highest quality, but also requires the longest render time. For a slightly less sharp but two times faster result choose "Bilinear". The "None" setting produces sharp but pixelated results (but still less pixelated than Plugin Galaxy 2). The **Fast check box** deactivates interpolation (like the "None" setting) during slider dragging, preview cross dragging and preview animation. This updates the preview faster and displays more frames per second.

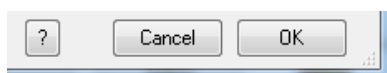
The **Skin combo box** lets you choose between 15 skin types. Skinning means that the user interface receive a new look. There are different options for imitating the user interface of Lightroom, Photoshop, Photoshop Elements and Paint Shop Pro. There is also a dark version of Aero (the default UI style of Windows Vista/7), a special PhotoWiz skin style as well as an option to only skin the sliders. Each skin sets its own preview background color, but you can change it again with the Preview color box that is discussed next. The None option of the Skin combo box recreates the standard controls and deactivates skinning, which requires restarting Plugin Galaxy.

If you encounter any problems, you can deactivate the support for multiple cores and hyperthreading processors with the **Multi-CPU Off check box**. But this usually also make the rendering much slower. The number in brackets displays how many CPUs were detected. For example, for a hyperthreading quad core processor you will see "8 CPUs" displayed. If you only have a non-hyperthreading, single core processor, this check box will disabled by default.

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.

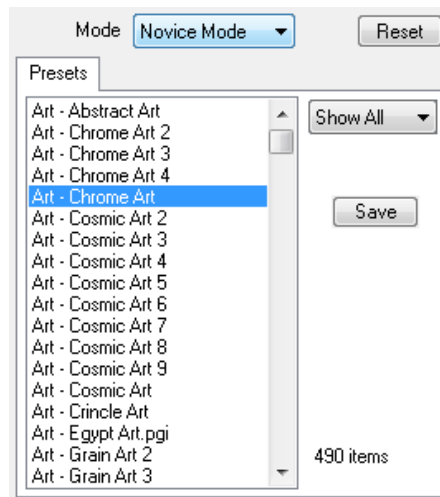
To resize the Plugin Galaxy window and make the preview larger under Windows you have to move your cursor to the border of the Plugin Galaxy window. The cursor will then turn into a double arrow. Holding down the left mouse button and dragging the mouse changes the size of the window. Clicking on the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

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



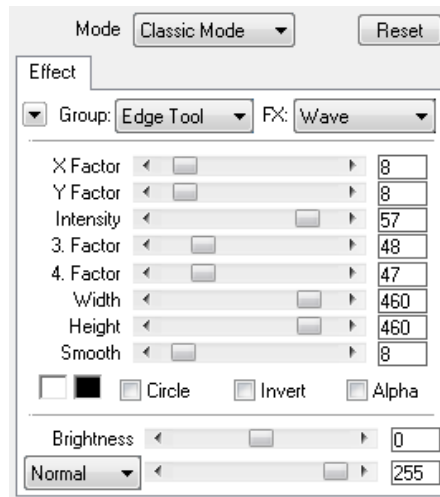
Novice Mode displays a list of presets from the presets sub folder of the Application Data folder (see below under [The Presets Tab Sheet](#) for the full path!). The **combo box** at the right of the presets list lets you choose which presets to display and which to hide. The Show All option presents 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.

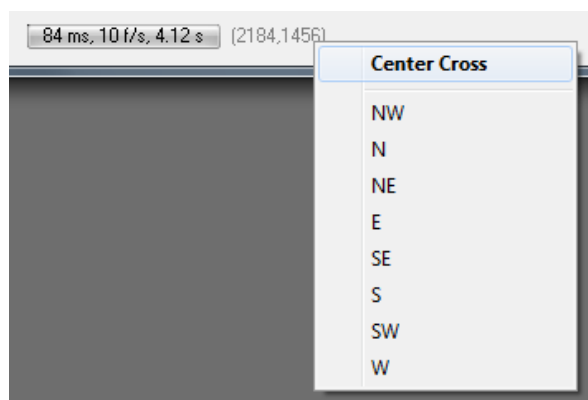
Novice Mode is only meant to give you a quick start with Plugin Galaxy, so it is very limited. If you want to more options for adjusting the effects, you need to switch to Classic or Expert Mode.

Classic Mode



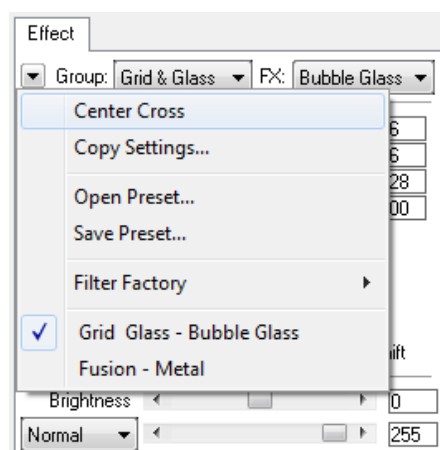
Classic Mode is quite similar to previous versions of Plugin Galaxy, but offers a few new features. Plugin Galaxy offers more than 160 effects, which are sorted into 17 effect groups. You can select an effect group from the **Group combo box** at the top. Once the group is selected the **FX combo box** 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 hundreds of 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. These two menu items are only available in Classic mode. In other mode you can open presets via the Presets tab sheet.

The **Filter Factory (FF) sub menu** lets you import FF filters, organize imported filters, display to a FF download page and show details about a filter. For more information see the [Filter Factory page](#).

At the **bottom of the menu** there is a list of the current effect layers. You can switch between them by clicking on an entry. The currently selected layer shows a check mark.

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.

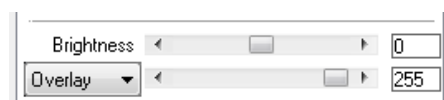
If the **Instant Preview check box** on the Prefs tab sheet is activated, the preview will be instantly updated while you drag the slider knob. To keep the preview from updating with every movement of the knob you can hold down the Shift key or simply deactivate the Instant Preview check box. If the 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.

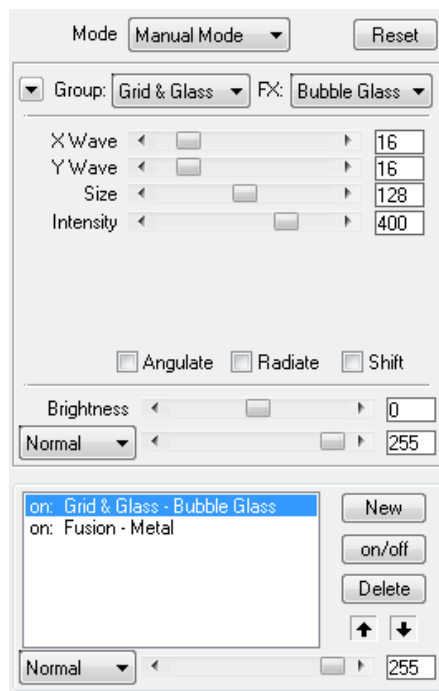
Brightness & Blending



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



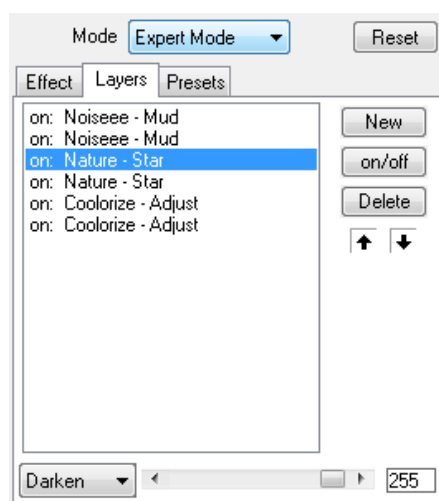
Manual Mode is similar to Classic Mode (see above), but it misses the Prefs tab sheet and additionally offers layer controls. For more information about layers the see the Layers tab sheet of Expert Mode below.

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 at

Windows XP: *c:\Documents and Settings\<user>\Application Data\ThePluginSite\PluginGalaxy2*

Windows Vista, 7, 8: *c:\Users\<user>\AppData\Roaming\ThePluginSite\PluginGalaxy2*

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

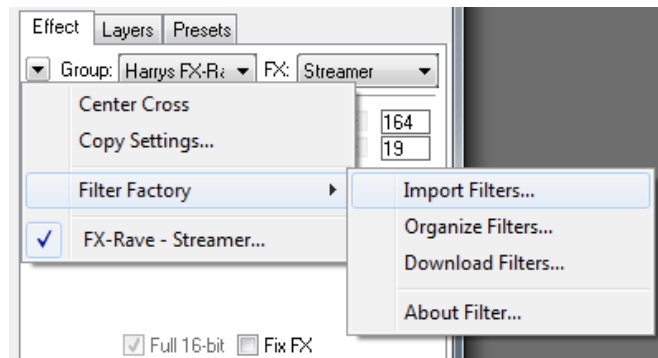
The Reset Button

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 on the Reset button to display a context menu with Reset, Play, Jump and Default options.

Filter Factory

Download and Import

Plugin Galaxy already includes 245 Filter Factory (FF) filters. You can download further 3000+ FF filters from the web. Either go to our [Filter Factory page](#), use the Filter Factory > Download Filters menu item or type "Filter Factory" into a search engine. Most FF filters are downloadable as zipped .8bf files and some are offered as .ffl files. If you have Filters Unlimited installed, you can also find .ffx files in a sub folder of the Filters Unlimited folder. Not all, but some of the .ffx files are supported by Plugin Galaxy.



You can import these files into Plugin Galaxy by clicking the arrow down button and choosing **Filter Factory > Import Filters** from the menu. In the appearing file dialog you can choose multiple files for importing them all at once. A message box will then confirm with the number of imported filters.

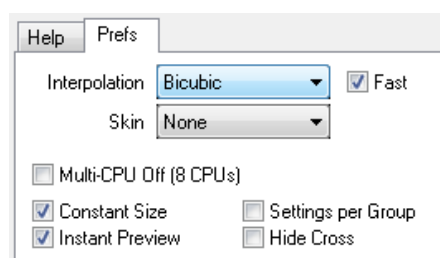
After the filters were imported you can find their group names at the bottom of the Group combo box below the separation line. After you selected such a group the filters of the group are displayed on the FX combo box.

Higher Effect Quality and Compatibility

The Adobe Filter Factory plugin as well as all tools that support Filter Factory (FF) filters render effects with integer precision and without interpolation. Plugin Galaxy is the first Filter Factory engine that uses floating point precision and bicubic interpolation for rendering Filter Factory effects. That is also why the produced image quality is extremely high. Of course, you will not see a difference for all FF filters, but a large part of them.

Plugin Galaxy offers a **"Fix FX" check box** for increasing compatibility with the original FF plugin. If you activate it, both expressions of conditional FF statements will be processed. This makes a few filters (e.g. Mac's Remove White) produce the correct effect, but slows down rendering and may even produce artifacts for other filters. So please only activate the "Fix FX" check box, if you think that a Filter Factory effects produces a wrong result. If activating this check box has no effect, please deactivate it again. The setting of the "Fix FX" check box is automatically stored for each filter.

Special Options



Filter Factory (FF) filters make use of some features on the [Prefs tab sheet](#), just like the native Plugin Galaxy effects do. The original Filter Factory plugin (as well as most of its clones) produces different effects for images of different sizes. If you have the Plugin Galaxy's Constant Size check box activated, this does not happen anymore. In some cases you better deactivate it for achieving the original effect, e.g. for interlace, blur or sharpen filters.

FF filters that use the *src* and *rad* functions automatically receive interpolated pixel values according to the setting of the Interpolation combo box on the Prefs tab sheet. The Fast check box deactivates interpolation during slider dragging and animations in order to achieve faster preview updates.

Additionally FF filters are rendered with multiple CPUs if the "Multi-CPU Off" check box is deactivated. This highly decreases the rendering time if your machine has more than one CPU core. Only in the case of FF filters that encrypt the image, better activate this check box to ensure a proper decryption on another computer with only one or a different number of CPUs.

Processing 16-bit Images

Only around 25% of all Filter Factory (FF) filters produce the same visual result with 8-bit as well as 16-bit color values. So by default Plugin Galaxy scales the 16-bit values down to 8-bit and up again to 16-bit. The **"Full 16-bit" check box** lets a FF filter process real 16-bit values in case it supports it. The FF filters that are installed with Plugin Galaxy automatically activate the "Full 16-bit" check box if they support processing 16-bit values. For filter that you imported yourself you have to check out if you get the same effect with activated and deactivated check box for 16-bit images. If you do get the same effect, keep the check box activated. The setting of the "Full 16-bit" check box is automatically stored for each filter.

In Plugin Galaxy the *R,G,B,C,A,I,U,V* constants of Filter Factory have a value of 32768 for 16-bit images and 255 for 8-bit images, so they can be used to make a FF filter support 16-bit images. There is also a new *fac* constant that is 128.5 for 16-bit images and 1 for 8-bit images, so it can be used e.g. for multiplying it with slider values. When an FF filter uses these constants, the "Full 16-bit" check box is automatically activated.

Organizing and Editing the Filters

Click on the arrow down button and choose **Filter Factory > Organize Filters**. This will open an Explorer window with the folders of all imported filters. The folders represent the items on the Group combo box in Plugin Galaxy. The .txt files in these folders correspond with the items on the FX combo box. So now you can create new folders, delete existing folders or individual filters.

Double clicking a .txt file opens the filter in a text editor, e.g. for editing the filter code. If you want to program your own filters, please read the [Filter Factory Programming Guide](#). You can use an existing .txt file as a template, but do not forget to save the edited .txt file with another name (and maybe move it to a new folder). Please note that the sub folder name and text file name are displayed on the Group and FX combo boxes in Plugin Galaxy and not the Title and Category lines of the txt file.

After you reorganized your Filter Factory collection you may have to reinstall Plugin Galaxy, but do not want to reinstall the default Filter Factory effects. There is a solution for this. The Plugin Galaxy installation offers a "Install Filter Factory effects" check box, which you can deactivate to avoid reinstalling the included Filter Factory files.

Filter Factory Language Extensions

Plugin Galaxy offers the following additional functions and constants for the Filter Factory language:

<i>R,G,B,C,A,I,U,V</i>	These constants have a value of 255 for 8-bit images and 32768 for 16-bit images.
<i>fac</i>	This constant has a value of 1 for 8-bit images and 128.5 for 16-bit images. It can be multiplied, e.g. with a slider value, to produce a reasonable value for 16-bit images.
<i>int(a)</i>	This function converts the value <i>a</i> into an integer. As floating point calculations are used by default by Plugin Galaxy it may be necessary to convert a float value into an integer.
<i>sgn(a)</i>	This function return -1 if <i>a</i> is smaller than zero, returns +1 if <i>a</i> is larger than zero and returns zero if <i>a</i> is zero.
<i>frg(z)</i>	This function returns channel <i>z</i> of the current foreground color.

bkg(z)

This function returns channel z of the current background color.

Tips

Smoother Results

For some effects you can 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 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)*



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.

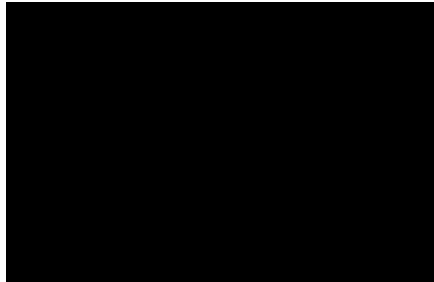


Variation 4: For this one the Frame I effect of the Alpha Tool and Cross Blur from Bluuur with both sliders set to 8 was used.

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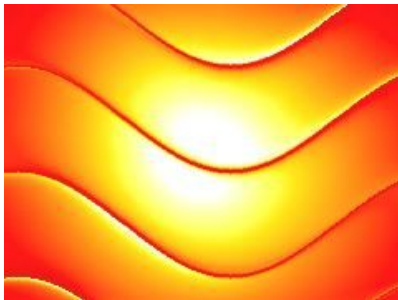
Generating Glass Tiles with Plugin Galaxy



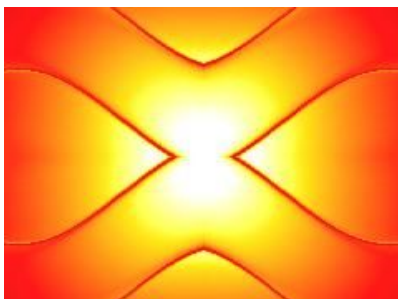
Step 1: Open a new image with a black background.



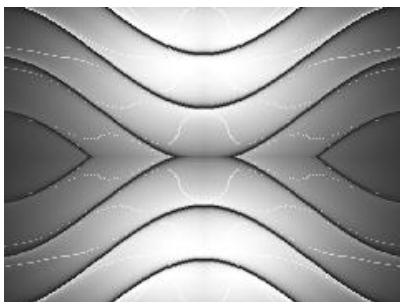
Step 2: Choose the **Nature > Sunshine** effect, press the Reset button and set the Intensity slider to 380.



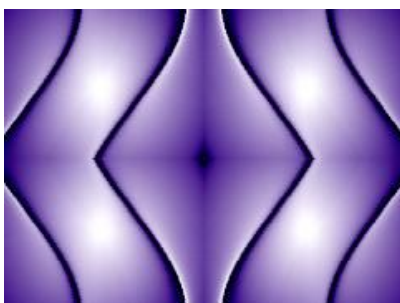
Step 3: Apply one of the **Glass** effects.



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



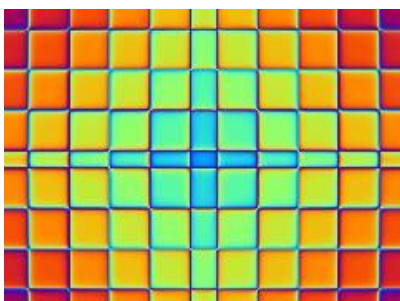
Variation 1: In Step 2 the **Nature > Star** effect was used and the other two effects were applied with other settings.



Variation 2: Same Procedure, but other effect settings.



Variation 3: Same Procedure, but other effect settings.

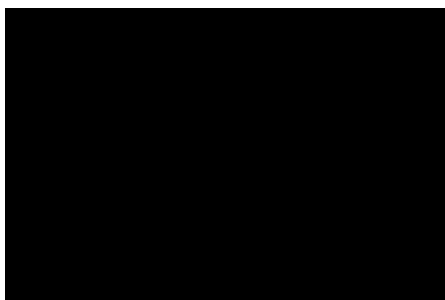


Variation 4: In Step 2 one of the **Rainbow** effects was used and the other two plugins were applied with other settings.

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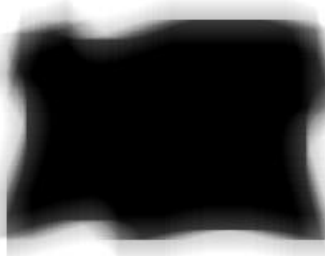
Creating Metal Frames with Plugin Galaxy



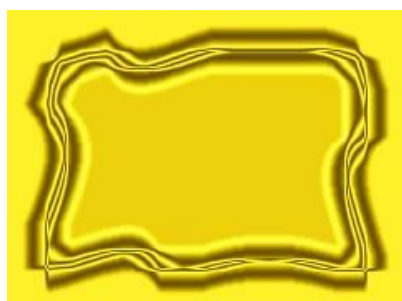
Step 1: Begin by opening a new image with a black background.



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 **Bluuur** 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 silders 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.

Text Effects

Text Effects

Text Effects

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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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.

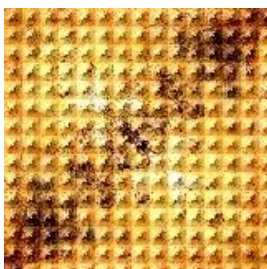
Tip: Right click on several places within the preview and try different effects until you're satisfied with the result.



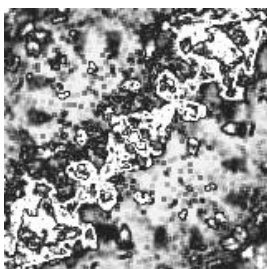
Step 6: To give the texture a more individual touch, you can further use the Noise Painting effect from **Noiseee**.



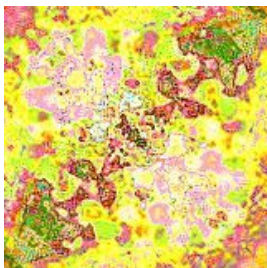
Variation 1: The **Star** effect from the **Nature** group can give the texture a more special touch.



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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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



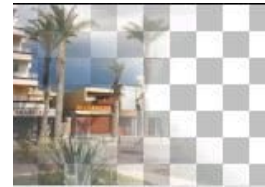
Linear

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

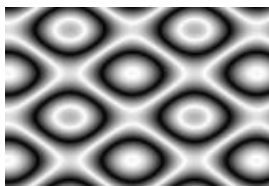
Motion Shift and Motion Blur only: Controls the blur angle.

**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

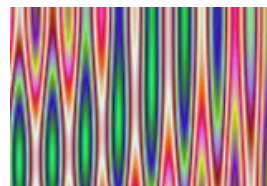
Creates different textures.



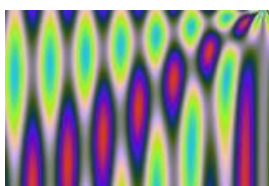
Eggs



Cheese



Butter



Marmalade



Sausage



Flower



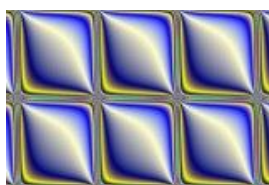
Magnolia



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

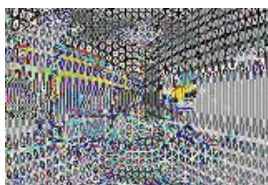
A higher value creates a more intense color effect.
Does not work for *RGB Saturation*

Cryptology

Lets you encrypt or decrypt your images at 64bit.



Color



Radial



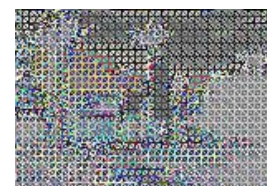
Randix



Weak



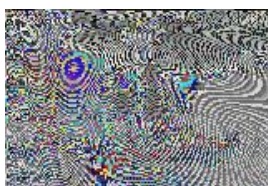
Mixed



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.

3. / 4. Factor Sliders

Let you create even more edge variations.

Width / Height Sliders

Control the width and height of the edge effect. The higher their value, the larger will be the edge.

Smooth Slider

Smooths the edge shape.

First Color Box

Lets you select the color of the area outside the edge.

Second Color Box

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.

Circular Check Box

Will turn the rectangular shape into a circular one.

Invert Check Box

If activated, the edge effect will be reverted.

Zoom Check Box

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.

Preview Coordinate

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.

Pop Art

creates colorfull pop-art style effects



Color Box

Lets you select the general effect color.

R/G/B Intensity Sliders

Three silders to define to what extent the red, green or blue components of the general effect color will influence the final effect.

Complexity Slider

is for adjusting the amount of edge strokes.

Color Shift Slider

Lets you shift the color spectrum.

Softness Slider

is for adjusting the softness of the effect.

Brightness Slider

Lets you darken or lighten the final effect.

Blending Slider

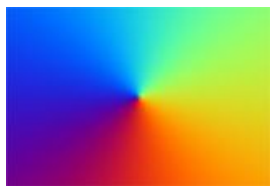
Defines the extent to which the current effect is blended with the original image.

Overlay Check Box

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

Rainbow

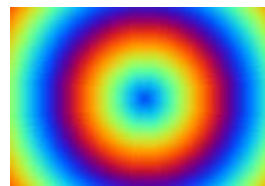
Creates different rainbow gradients.



Beam



Linear



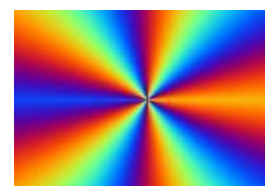
Radial



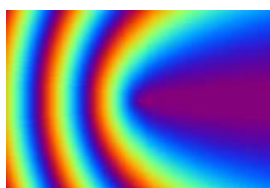
Curl



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.

Star

creates a star or star field effect.



Single Star



Single Star
Nova check box



Single Star
simulating the sun



Star Field



Star Field
Mutate, Nova and Alpha
check box



Star Field
simulating snow

Preview Cross

Single Star: Right / Ctrl click on the preview to set the position of the star.

Star Field: Right / Ctrl click to randomize the position and size of the stars.

x / + / o Sliders

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

Overall Size Slider

Single Star: Defines the overall size of the star.

Star Field: Defines the sizes and number of stars.

Red / Green / Blue Sliders

Adjust the color of the star(s).

Mutate Check Box

Single Star: Deactivates the glow effect of the star

Star Field: Randomizes the look of the stars.

Nova Check Box

Single Star: Produces a wide range halo.

Star Field: Randomizes the colors of the stars.

Alpha Check Box

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.

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

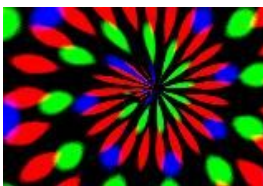
Inverts the effect.

Synthesizer

Creates synthetic patterns like some old video synthesizers do.



Flower Power



DNS



Gyroscope



Spiraloscope



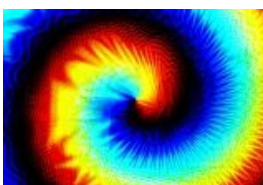
Plasma



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.

