

KPT ShapeShifter Tutorial

Welcome to KPT ShapeShifter, the filter that makes 3D shapes from masks. In this tutorial you'll learn how to import components and set controls to make a 3D button.

Getting Started

Begin by loading the background image for your shape.

To load the tutorial file:

- 1 Choose **File menu > Open** and locate the file **Tutorial: Shapeshifter: ShapeShifter Tutorial.PSD** on the KPT5 CD-ROM.



The background image.

- 2 There are two ways to use this image:
 - If you want to start with a plain background, make sure the background layer is active.
 - If you want to start with a discreet shape, like you would for buttons, make sure the Zuni layer is active.

Lesson 1: Creating a Shape

First, you'll load a mask to create a shape from the background image.

To load a shape mask:

- 1 In the Main Shape palette, click the preview window. The Open dialog appears.



The mask image.

- 2 Locate the file **Tutorial: Shapeshifter: ZuniMask** on the KPT5 CD-ROM and click Open.



If you make a selection before entering the filter, the selected area becomes the mask.

Lesson 2: Adjusting Bevels

The Bevel controls let you adjust the size and severity of the bevel along the edges of the shape. The bevel is what makes your shape look 3D.

To set bevel scale:

- ✱ In the Main Shape palette, set the Bevel Scale slider to 30%.



The shape created after you apply a bevel.

Lesson 3: Adding a Top Mask

A top mask lets you add other shapes on top of the main shape. These new shapes can have an embossed look.

To add a top mask:

- 1 In the Top Mask palette, click the preview window. The Open dialog appears.

- 2 Locate the file **Tutorial: Shapeshifter: Zuni Arrow** on the KPT5 CD-ROM and click Open.



The top mask image.

To set top mask properties:

- 1 In the Top Mask palette, set Transparency = 60%.
- 2 Set Emboss Scale = 12%.
- 3 Set Emboss Height = 50%.
- 4 Click the color dot and choose a green color from the Color Picker.



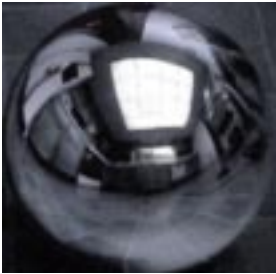
The shape with a top mask applied.

Lesson 4: Adding an Environment Map

An environment map is an image that's projected onto your shape to create reflections.

To add an environment map:

- 1 In the Environment palette, click the preview window. The Open dialog appears.
- 2 Locate the file **Tutorial: Shapeshifter: Cool Kitchen** on the KPT5 CD-ROM and click Open.

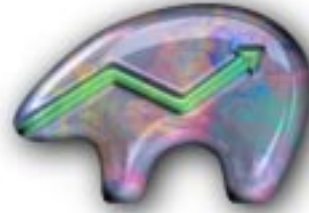


The environment map image.

To set environment properties:

- 1 In the Environment palette, click the Tint color dot and choose a blue color.
- 2 Set Mix Tinting Color = 20%.

- 3 Set Mix Environment = 35%.



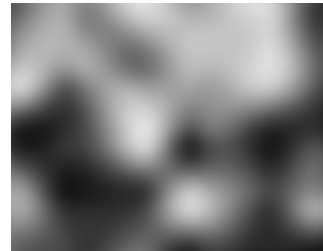
The shape after you apply an environment map.

Lesson 5: Adding Texture to a Shape

You can use a Bump Map to add texture to the surface of your shape.

To add a bump map:

- 1 In the Bump Map palette, click the text label beneath the preview window and choose Perlin from the menu.



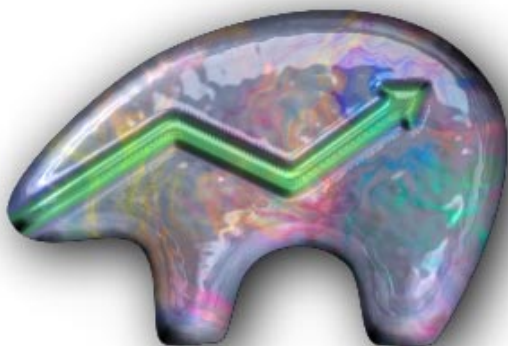
The noise map used to create texture on the shape's surface.

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You can also import your own noise map by clicking the palette's preview window.

To set bump map properties:

- 1 In the Bump Map palette, set Bump Scale = -25%.
- 2 Set Bump Height = 3%.



The completed button.

Your button is complete. For a complete description of KPT ShapeShifter, refer to the KPT 5 Users Guide.