

KPT 5 TUTORIALS



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Welcome

The tutorials in this section lead you through the basic features and functions you'll need to get the most out of the KPT 5 filters.

The techniques you'll learn in these tutorials can be applied to other filters since they share some of the same controls.

KPT ShapeShifter Tutorial

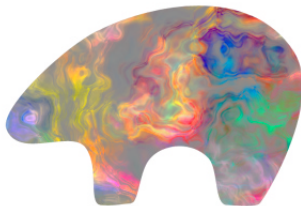
Welcome to KPT ShapeShifter, the filter that makes 3D shapes from masks. In this tutorial you'll learn how to import components and set controls to make a 3D button.

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 KPT 5 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 panel, click the preview window. The Open dialog appears.



The mask image.

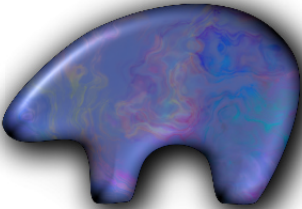
- 2 Locate the file **Tutorial: Shapeshifter: ZuniMask** on the KPT 5 CD-ROM and click Open.

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 panel, set the Bevel Scale slider to 30%.



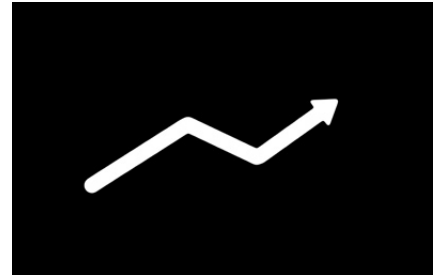
The shape created after you apply a bevel.

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 panel, click the preview window. The Open dialog appears.
- 2 Locate the file **Tutorial: Shapeshifter: Zuni Arrow** on the KPT 5 CD-ROM and click Open.

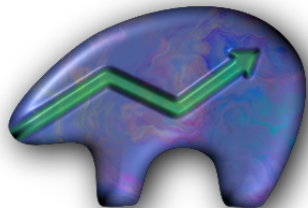


The top mask image.

To set top mask properties:

- 1 In the Top Mask panel, 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.



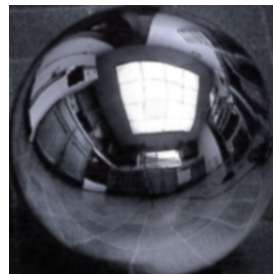
The shape with a top mask applied.

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:

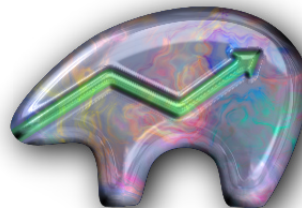
- 1 In the Environment panel, click the preview window. The Open dialog appears.
- 2 Locate the file **Tutorial: Shapeshifter: Cool Kitchen** on the KPT 5 CD-ROM and click Open.



The environment map image.

To set environment properties:

- 1 In the Environment panel, 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 panel, 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.

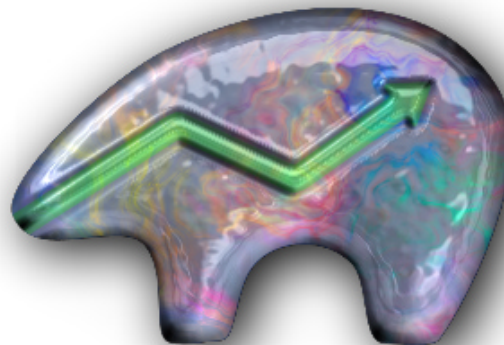
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You can also import your own noise map by clicking the panel's preview window.

To set bump map properties:

- 1 In the Bump Map panel, 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 ["KPT ShapeShifter" on page 119](#).

KPT Orb-It Tutorial

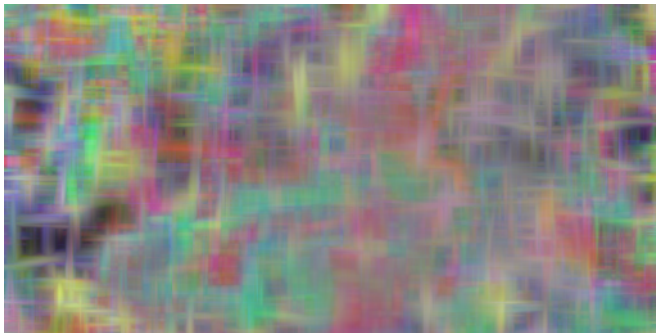
Welcome to KPT Orb-it, the filter that makes 3D spheres over your background image. In this tutorial, you'll learn how to import components and set controls to put a number of orbs over an image.

Getting Started

First, you'll need to load a background image.

To load the tutorial file:

- 1 Choose **File menu > Open** and locate the file **Tutorial: Orb-it: Orb-it Tutorial.PSD** on the KPT 5 CD-ROM.



The background image.

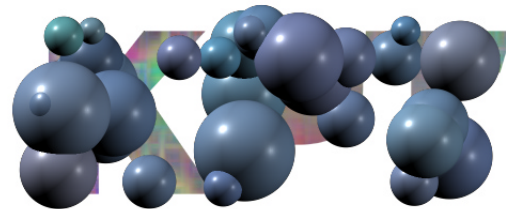
Usually, you would just apply the orbs to the entire image. However, you can create much more interesting Orb-It effects by applying the orbs to a specific selection.

- 2 In the host application, load the file's alpha channel as a selection. Refer to your host application's User Guide for instructions.



The background image with a selection created using the alpha channel.

- 3 Access the KPT Orb-it filter from your host application. When the filter appears, it automatically generates an orb field.



The default orb field generated when first access the filter.

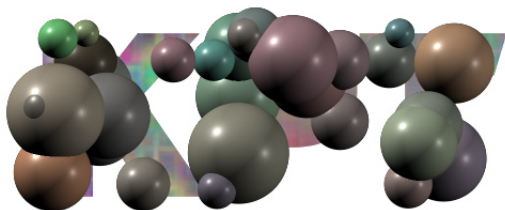
Lesson 1: Setting Orb Material

Since each orb is a 3D object, you can change its material properties to create different looks.

To set sphere color using the background:

- ✱ In the Orb Color panel, set Tint to Background = 100%.

When you use this setting, orb color is picked up from the background image. At 100% the orbs are colored entirely using colors in the image.



The orb field colored using the colors in the background image.

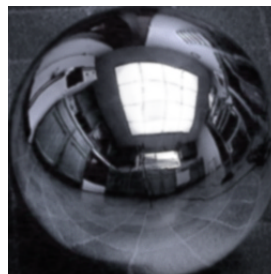
Lesson 2: Applying an Environment Map

You can make the surface of your sphere reflective by importing an Environment map. The map is projected onto the surface of each sphere to create reflections.

To add an environment map:

- 1 In the Orb Color panel, click the preview window. The Open dialog appears.

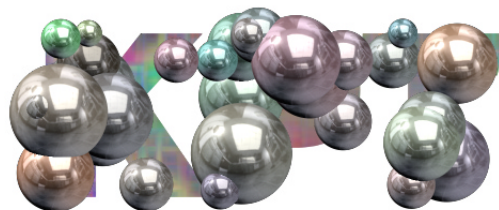
- 2 Locate the file **Tutorial: Orb-It: Cool Kitchen.JPG** on the KPT 5 CD-ROM and click Open.



The environment map image.

To set environment properties:

- 1 In the Orb Color panel, set Mix Environment = 60%.



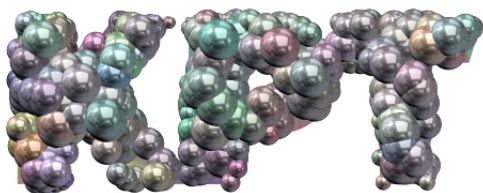
The image after you apply an environment map.

Lesson 3: Setting Sphere Properties

You can control the size and number of orbs generated in your sphere field using the controls on the Orb Controls panel. By adjusting a few parameters, you can create vastly different effects.

Example 1:

- 1 In the Orb Controls panel, set Average Size = 4%.
- 2 Set Size Variance = 6%.
- 3 Set Packing Density = 90%.
- 4 Set Z Spread = 80%.

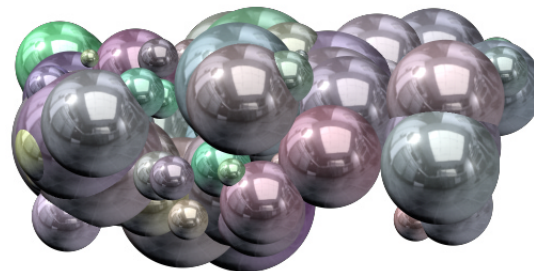


The image after you apply Orb Controls settings.

Example 2:

- 1 In the Orb Controls panel, set Average Size = 17%.
- 2 Set Size Variance = 25%.
- 3 Set Orb Packing Density = 90%.

- 4 Set Z Spread = 75%.



The image after you apply Orb Controls settings.

Example 3:

- 1 In the Orb Controls panel, set Average Size = 2.8%.
- 2 Set Size Variance = 3%.
- 3 Set Packing Density = 75%.
- 4 Set Z Spread = 80%.



The image after you apply Orb Controls settings.

Lesson 4: Lighting Spheres

Since spheres are 3D objects, they can be highlighted using a variety of light sources and colors.

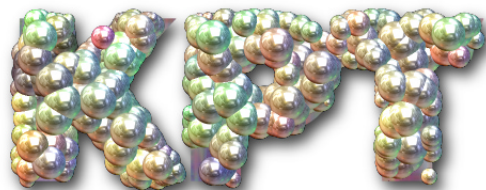
To set up 3D lighting:

- ✱ Using the 3D Lighting panel, add, position and color your lights to match those shown below.



The 3D lighting panel.

Your final image should look like the one shown.



The finished image.

KPT FiberOptix Tutorial

Welcome to KPT FiberOptix, the filter that lets you create amazingly realistic fibers on any image. You can use KPT FiberOptix to make hair, fur, rugs or even really creepy vines.

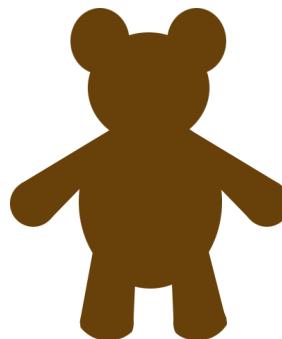
In this tutorial you'll learn the basics of setting up KPT FiberOptix parameters and working with the images and mask.

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: FiberOptix: Fiberoptix tutorial.PSD** on the KPT 5 CD-ROM.



The background image.

- 2 Access KPT FiberOptix from your host application.

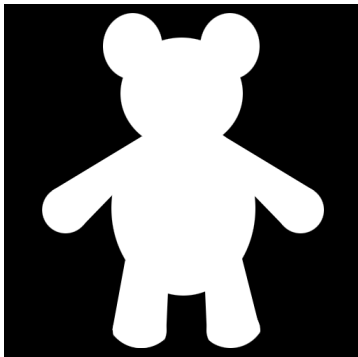
Lesson 1: Adding a Mask

You'll notice that the minute you enter KPT FiberOptix, it generates a number of fibers and applies them your image. This is the type of effect you'd want if you were creating a rug.

However, one of the most unique things about the filter is its ability to apply fibers to a specific part of an image. Specific areas are defined using masks.

To add a mask to your image:

- 1 In the Mask panel, click the preview window. An Open dialog appears.
- 2 Locate the file **Tutorial: FiberOptix: TeddyMask.JPG** on the KPT 5 CD-ROM and click Open. The image appears in the panel.



The mask image.

Notice that the fibers now grow out of the teddy's body and not the entire image.



The effect applied to the masked image.

To set mask parameters:

- 1 Set Bevel Width = 75%.

- 2 Set Blend Noise to Mask = 88%.



The results of adjusting Mask parameters.

Lesson 2: Setting Fiber Parameters

Now that you've got the fibers growing where you want, you're ready to adjust the parameters of the fibers themselves. The Fiber Controls panel lets you set everything from the length of the fibers to the direction in which they grow.

To set fiber parameters:

- 1 In the Fiber Controls panel, set Fiber Density = 89.7%.
- 2 Set Length = 8%.

- 3 Set Direction Angle = 314°.

- 4 Set Intensity = 15%.

To set fiber noise parameters:

- 1 In the Noise panel, set Noise Scale = 0%.



The results of adjusting fiber and noise parameters.

Lesson 3: Coloring Fibers

Fibers can be colored by a number of sources. Their color usually comes from the background image. However, that color can be affected by the light color, a tint color. It can also be replaced altogether by a gradient.

To color fibers using light sources:

- ⌘ In the 3D Lighting panel, set up your lights as shown.

If you don't know how to use the 3D Lighting panel, refer to ["3D Lighting Panel" on page 30](#) for instructions.



Your 3D Lighting panel should look like the one shown.

To color fibers using a gradient:

- ⌘ In the Gradient panel, choose the colors shown.

If you don't know how to use the Gradient panel, refer to ["Color Gradient Panel" on page 35](#) for instructions.



Your Gradient panel should look like the one shown.

To apply a gradient:

- ⌘ In the Fiber Color panel, set Mix Gradient Color = 20%.



The results of adjusting Fiber Color parameters.

From here you can use the techniques you've just learned to add other parts to the teddy. You can also use other filters like KPT ShapeShifter to add more elements to the image.



This final teddy was created by using another mask to make different colored hair, then using KPT ShapeShifter to make the eyes and nose.