Automatic Brush

This filter produces a brush effect on the image.

When you click on the small window above the OK button. A set of 24 brushes appears. Click the one you want to apply.

You can change the properties of the brush by using the following check boxes:

Angle Auto Selection rotates the brush randomly on each brush stroke.

Twirling of Brush twirls the image at the point where the brush touches.

Preview turns the preview on or off.

Button Border

This effect produces the appearance of a convex button.

Click on the Border Type to select a border.

The **Border Width** slider allows you to change the width of the button borders.

The **Contrast** slider allows you to change the contrast of the button borders. A higher value increases the contrast while a lower value decrease the contrast.

Color Correction

This effect allows you to change the color gamut (scheme, palette) of the image.

Instead of experimenting with the sliders you can click the "**Random**" button. It produces a random selection of all the filter parameters. You can click on the Random button until you have an effect you like, then use the sliders to adjust it.

The filter can work in two color spaces:

HSB Color Space (Hue, Saturation, Brightness color components) and

RGB Color Space (Red, Green, Blue color components)

To select a color space, select either the HSB or RGB radio button.

In each color space the filter is controlled by six sliders - two sliders for each of three components of the color space. The first slider of each set specifies the constant shift of the color component in each image pixel. The second slider specifies the constant scale factor (dilatation factor) of the color component in each image pixel.

For example, if you select HSB color space, then the **Brightness Factor** slider will determine the scale factor of brightness in each image pixel, and the **Brightness Shift** slider allows you to provide a constant addition to the brightness.

Enabling the **Color** check box will apply color to grayscale images.

Engrave

This effect creates an engraved appearance.

Selecting the **Colored** check box applies the colors from the initial image.

The **Level** slider sets the threshold of brightness overfall which is used to select contours in images. The greater this threshold, the fewer points of image will be engraved.

The **Inversion** slider determines whether to engrave black contours on a white background (the left slider position), or white contours on a black background (the right slider position). The slider motion from left to right allows you to produce a smooth transition from black-on-white to white-on-black.

Lighting

This filter produces the effect of lighting the image from a light source that is placed in the position you specify.

The **Direction** slider allows you to rotate the light source around the perimeter of the image.

The **Brightness** slider sets the brightness of the light source.

The **Height** slider sets the height of the light source above the image plane.

Motion Blur

This filter produces the effect that occurs when a fast moving object is photographed.

The **Direction** slider sets the direction of motion (in degrees).

The **Velocity** slider sets the speed of movement. The greater the velocity, the greater the motion blur.

Page Curl

This filter produces the effect of placing the image on a page of which the corner is curled up. The page in this case is curled over a conic surface.

The **Direction** slider sets the direction of the axis of the cone around which the paper page is folded.

The **Depth** slider determines how deep the cone's axis is moved into the paper page. A value of 0 means that the page does not curl at all. The mid point value of 50 means that half of the page is curled. The maximum value of 100 means that the entire page is curled.

The **Slant** slider determines the angle of the cone around which the page is curled. A value of negative 100 curls the page around a cone with the greatest spread. A positive value of 100 reverses the top and bottom of the cone. A value of 0 curls the page around a cylinder.

The **Thickness** slider determines the thickness of the base of the cone around which the page is curled. A value of 1 creates a very thin cone while a value of 100 creates a very wide cone.

The **Transparency** check box makes the curled part of the page partially transparent so the image shows through.

The **Black Background** check box specifies that the background behind the curled part of the page is black.

Random Deformation

This filter produces random deformation of the image.

The **Strength** slider sets the intensity of the deformations. A higher value creates greater deformation.

The **Size** slider sets the detail of the deformations. A lower value creates smoother image deformations.

The **Deformation Type** radio buttons allow you to select one of two deformation types:

Water deforms the image as if it were reproduced on the surface of waved water.

Waves deforms the image as if it were created on a grid consisting of elastic rods (strings), on which horizontal waves run.

The water surface or elastic grid oscillations are randomly selected. The **Refresh** button allows you to redraw (recalculate) the filtered image with a new selection of random oscillations and with fixed filter parameters.

Filter Scatter

This filter produces a random scatter of square patches of the image in the neighborhood of their initial position.

The **Strength** slider sets the distance that the image patches scatter from their initial position. The greater the value, the farther the image patches may be moved from their initial positions.

The **Size** slider sets the size of the scattered patches. The greater the value the larger the patches of image that will be scattered.

The positions of the scattered image patches are randomly selected. The **Refresh** button allows you to redraw (recalculate) the image with a new selection of random scatter points and with fixed filter parameters.

Filter Ripple

This filter produces the effect of water waves over the image. The waves may be circular (radial), horizontal, or vertical.

The **Strength** slider sets the amplitude of the waves. A higher value creates larger waves.

The **Number of Waves** slider determines the number of waves on the image.

The **Shadowing** slider sets the contrast of shadowing effects. The greater the value the darker the shadows on the wave slopes.

The **Wave Type** radio buttons allows you to select one of three wave types: circular (radial), horizontal or vertical.

Whirl

This filter creates the effect of whirling the image around its center point.

The **Angle** slider sets the angle of rotation of the whirl (in degrees). A value of 0 leaves the image unchanged, while a value of 360 whirls the image by one complete rotation.

The **Direction** radio buttons allows to select the direction of the whirl in either a clockwise or counterclockwise direction.

Common Controls

Preview Window
Displays a preview of image with the current settings applied.

Preview Check Box
Turns the preview on or off.

OK

Closes this dialog box and saves any changes you have made.

Cancel
Closes this dialog box without saving any changes you have made.

Help
Provides help for this filter.

Automatic Brush Controls

Brush Size
Changes the brush size.

Brush Aspect

Changes the horizontal brush scaling. It changes the ratio of the brush width to the brush height as a percentage.

Brush Edge

Changes the density of the brush edge. The minimum value specifies a solid brush, and the maximum value specifies the least dense brush edge.

Brush Angle
Changes the brush rotation in degrees.

Angle auto selection
Turns (rotates) the brush randomly on each brush stroke.

Twirling of brush
Twirls the image in the neighborhood of the point where the brush touches.

Refresh
The brush touches on random points of the image. The "**Refresh**" button allows you to redraw (recalculate) the filtered image with a new selection of random points and with a fixed brush shape

Brush shape
Click on this window to display a set of 24 brushes from which you can select. After the brush is selected you may change the brush shape and the way in which it is applied.

Button Border Controls

Border Width
Changes the width of the button borders.

Contrast

Changes the contrast of the illumination of the button borders. The minimum value creates the lightest borders, and the maximum value creates the darkest borders.

Border Type
Displays a choice of border types.

Color Correction Controls

Hue Shift
Sets a constant addition to the Hue component in each image pixel.

Hue Factor
Sets the scale factor of the Hue component in each image pixel.

Saturation Shift

Sets a constant addition to the Saturation component in each image pixel.

Saturation Factor
Sets the scale factor of the Saturation component in each image pixel.

Brightness Shift
Sets a constant addition to the Brightness component in each image pixel.

Brightness Factor
Sets the scale factor of the Brightness component in each image pixel.

Red Shift
Sets a constant addition to the Red component in each image pixel.

Red Factor
Sets the scale factor of the Red component in each image pixel.

Green Shift
Sets a constant addition to the Green component in each image pixel.

Green Factor
Sets the scale factor of the Green component in each image pixel.

Blue Shift
Sets a constant addition to the Blue component in each image pixel.

Blue Factor
Sets the scale factor of the Blue component in each image pixel.

Random

Click on this button to produce a random selection of all filter parameters. Click on this button several times until you find an effect you like, then use the sliders to make adjustments.

HSB Color Space
Selects an HSB color space with Hue, Saturation, and Brightness color components.

RGB Color Space

Selects an RGB color space with Red, Green, and Blue color components.

Color Check Box
Colors the image using spectral colors. Use this setting to color grayscale images.

Engrave Controls

Level

Sets the threshold of brightness overfall which is used to select contours in images. The greater the threshold, the fewer points of image will be engraved.

Inversion

Determines whether to engrave black contours on a white background (the left slider position), or white contours on a black background (the right slider position). The slider motion from left to   right allows you to produce a smooth transition from black-on-white to white-on-black..

Colored

Allows you to color the engraved image using the colors from the image.

Lighting Controls

Direction
Sets (in degrees) the angle of the direction in which the light source is placed.

Brightness
Sets the brightness of the light source.

Height
Sets the height of the light source above the image plane.

Motion Blur Controls

Direction
Sets the direction of camera motion (in degrees).

Velocity

Sets the speed of the camera motion. The greater the velocity, the greater the motion blur.

Page Curl Controls

Direction
Sets the direction of the axis of the cone around which the paper page is curled.

Depth

Determines how deep the cone's axis is moved into the paper page. A value of 0 means that the page does not curl at all. The mid point value of 50 means that half of the page is curled. The maximum value of 100 means that the entire page is curled.

Slant

Determines the angle of the cone around which the page is curled. A value of negative 100 curls the page around a cone with the greatest spread. A positive value of 100 reverses the top and bottom of the cone. A value of 0 curls the page around a cylinder.

Thickness

Determines the thickness of the base of the cone around which the page is curled. A value of 1 creates a very thin cone while a value of 100 creates a very wide cone.

Black Background
Specifies that the background behind the curled part of the page is black.

Transparency
Makes the curled part of the page partially transparent so the image shows through.

Quick Preview Window
As you move the sliders, the page curl changes simultaneously in this window.

Random Deformation Controls

Strength
Sets the intensity of the deformations.

Size
Sets the detail of the deformations. A lower value creates smoother image deformations.

Refresh

Allows you to redraw (recalculate) the filtered image with a new selection of random oscillations and with fixed filter parameters.

Water Deformation Type
Deforms the image as if it were reproduced on the surface of waved water.

Waves Deformation Type

Deforms the image as if it were drawn on a grid consisting of elastic rods (strings), on which horizontal waves run.

Scatter Controls

Strength

Sets the distance that the image patches scatter from their initial position. The greater the value, the farther the image patches may be moved from their initial positions.

Size

Sets the size of the scattered patches. The greater the value, the larger the patches of image that will be scattered.

Refresh

Redraws (recalculates) the image with a new selection of random scatter points and with fixed filter parameters.

Wave Controls

Strength

Sets the amplitude of waves. The greater the value the larger the amplitude of the waves.

Number of waves
Sets the number of waves placed on the image.

Shadowing

Sets the contrast of the shadowing effects. The greater the value, the darker the shadows on wave slopes become.

Radial Wave type
Sets a radial (circular) wave type.

Horizontal Wave type
Sets a horizontal wave type.

Vertical Wave type

Sets a vertical wave type.

Whirl Controls

Angle

Sets the angle of whirl turning (in degrees).

Clockwise Direction
Whirls the image in a clockwise direction.

Counterclockwise Direction
Whirls the image in a counter-clockwise direction.